PRIMA'S OFFICIAL STRATEGY GUIDE

Card Passwords Revealed

SHONEN JUMP'S

Yu-Gi-Oh!™ Reshef of Destruction™

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KONAMI

This game has received the following rating from the ESRB

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Yu-Gi-Oh! Reshef of Destruction™

Prima's Official Strategy Guide

Debra Lockridge David Cassidy

PRIMA GAMES

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Introduction

The world is in peril, and only the strongest and bravest of Duelists can save it from total destruction. Someone has conducted a fusion ritual on god cards, which has resurrected Reshef the Dark Being and infused it with the power of the god cards!

Reshef the Dark Being drained the cards of power and turned them into stone. You must restore them, but to do that, you must find and gather the Millennium Items that are scattered around the world.

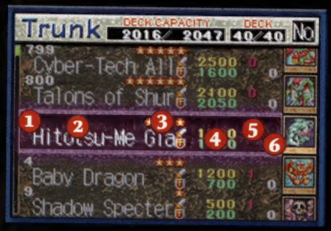
It's up to you to find the Millennium Items, save the god cards, and vanquish Reshef the Dark Being, sealing it away for eternity. Fail and darkness will shroud the world forever.

An impossible task requires legendary heroes, and you're not alone in this fight. With Yugi and Joey at your side, victory is all but assured. Now assemble your Decks and step up to your first opponent. It's time to DUEL!

Dueling: Yu-Gi-Oh! Style

Yu-Gi-Oh! Reshef of Destruction uses many of the same principals as in *Yu-Gi-Oh! The Sacred Cards*. There is no Side Deck, but there is a Deck Capacity and card costs. Basic Dueling rules and specifics on creating a Deck are covered in this chapter. Understanding how to make a great Deck within the limitations is key in beating even the more powerful Duelists.

The Trunk



1. **Number:** The number assigned to each card
2. **Name:** Name of the card
3. **Stars:** Level of the card
4. **Attack/Defense, Summon/Type, Cost, or expanded name**
5. **Owned:** Total number of card currently owned
6. **In Deck:** Total number of cards that are currently in the Deck

The Trunk stores your *Yu-Gi-Oh!* cards until they get put into the Deck. There is no limit to the Trunk's capacity, but selling multiples of cards is an easy way to earn extra Dominos. Press ⇦ to open the pause menu. From this menu you can view the character's status, Trunk, and Deck. Selecting Trunk displays a list of every card owned and in the game. Your current Deck Capacity and Deck count are at the top of the screen.

Press ⇦ and the screen switches between Attack/Defense, Summon/Type, Cost, and expanded name. Sort the cards by pressing (SELECT). They can be sorted by Number (NO), Name (NM), Attack (AT), Defense (DF), Type (TY), Summon (SU), Quantity (QT), Cost (CT), Star Level (ST), and Effects (EF). This makes it a lot easier to find the cards you're looking for when building a Deck. To add and remove cards from the Deck simply press (L) and (R).

A closer look at a card in the Trunk.

View the card's front side by pressing Ⓐ. All of the card's information is visible in this view. Press ⇧ and ⇩ to view all of the text printed on the card's base.

Card Types

The four basic card types are: Monster, Spell, Trap, and Ritual. Monster Cards are the most common and are the bulk of most Decks. They're used for both attacking and for defensive purposes. Spell Cards attack the opponent and enemy monsters directly, or strengthen the player or his monsters. Traps provide a deceptive defense, which can wipe out opposing monsters as they attack. Ritual Cards summon very powerful creatures onto the field by sacrificing specific monsters in play.

MONSTER CARDS

1. **Name:** The name of the monster
2. **Level:** The card's Star Level
3. **Type:** The monster's type (Aqua, Beast, Beast-Warrior, Dinosaur, Dragon, Fairy, Fiend, Fish, Insect, Machine, Magician, Plant, Pyro, Reptile, Rock, Sea Dragon, Thunder, Warrior, Winged Beast, and Zombie)
4. **Summon:** The monster's alignment (Aqua, Divine, Dreams, Earth, Fiend, Forest, Light, Pyro, Shadow, Thunder, and Wind)
5. **Attack:** The monster's attack power (ATK)
6. **Defense:** The monster's defense power (DEF)
7. **Cost:** The card's required Duelist Level and the amount of Deck Capacity required to add it to the Deck
8. **Description/Effect:** A basic description of the monster and any triggered effects

Monster Cards are a player's primary offense and defense during a battle. Most Decks contain between 50 and 75 percent Monster Cards with a mixture of the other types thrown in for support. Every Monster Card has a Type, Summon, Cost, Level, and both ATK and DEF printed on the card. The ATK measures the monster's strength when assaulting the opponent or his forces, or when defending in an Attack Position. The DEF is used only when the monster is in a Defensive Position and does not attack during a player's turn. These values vary greatly from monster to monster and are a large part of what determines a Monster Card's cost and level.

Monster Types

The monster's type categorizes the creature with other monsters of a similar type. For instance, all prehistoric monsters are in the Dinosaur category. Most monsters that live in water belong to the Aqua, Fish, or Sea Dragon categories.

Type comes into play in two ways. The most common effect is based upon terrain, which is covered later in this section. Different types are better suited to certain terrains and receive a significant boost to their ATK and DEF when fighting on terrain that agrees with them. Some terrain is harmful to some types, causing creatures to lose ATK and DEF points. Spell Cards often affect only certain types of monsters. For instance, "Violet Crystal" works only on Zombies, and Magicians are the only monsters affected by the "Book of Secret Arts."

Monster Alignments

Though this monster is far weaker than the opponent, it still can win the battle due to the alignments of the two cards.

Summon refers to the monster's alignment. There are 11 different alignments. Each alignment has a strength and a weakness. A monster can instantly eliminate enemies of a certain opposing alignment, but the same creature is helpless against monsters of another alignment. The other eight opposing alignments have absolutely no effect on a battle's outcome when the card attacks or defends. The following charts detail how the alignments interact.

Star Level

This monster is a Level 7 and requires a Tribute of two monsters before being brought onto the field.

Each Monster Card has a level, noted on the card by a row of stars. High-level cards require that Tributes be made before they can be summoned. The more powerful the card, the more cards you must sacrifice. Filling a Deck with high-level monsters offers little benefit if you lack the necessary Tributes to summon them. Tributes must already be in play on the Dueling Field before a higher-level monster can be summoned. Refer to the list below for the number of Tributes required for each card level.

Note

Only five creatures can be on the Dueling Field at the same time. Try offering an unwanted monster as a Tribute to bring out a new creature when the Dueling Field is full even if no Tribute is required.

LEVEL	TRIBUTE(S)
1–4	None
5–6	1
7–8	2
9–12	3

Monster Effects

"Doron" can create a copy of itself if there is an empty spot on the player's field.

Some Monster Cards have effects that can be triggered if the creature has not yet attacked or previously used the effect during the battle. These Monster Cards have an orange background. Effects vary greatly from those that boost certain monster's stats, freeze an opponent's monster, or cause Direct Damage to the opponent, along with many others. If you plan on using a Monster Card's effect, don't summon the monster until you are ready to use its effect. Otherwise the monster is open to attack and may be eliminated before the effect is used.

Examples of Cards That Have Effects

"Hourglass of Life:" An enchanted hourglass that can exchange strength for vitality. It can power up all monsters on the own field for 1000 LP.

"Mystic Lamp:" An enchanted lamp that has a special power despite its stats. Its attack power can be used to damage the opponent directly.

"Monster Eye:" A sneaky familiar that spies on foes from a variety of places. It has the ability to reveal the cards in the foe's hand.

Divine Cards

Divine creatures are some of the most powerful and expensive Monster Cards in the game.

Some creatures are simply more powerful than others. These are known as Divine Monsters. They offer high ATK and DEF, but their high cost restricts their usage. However, Divine Monsters are totally immune to alignment effects. That makes them tough and very difficult to eliminate. There's nothing more frustrating than bringing out a powerful Level 8 Pyro Monster such as a "Lava Golem" only to have it immediately wiped out by a Level 1 Aqua Monster such as "Ameba." Divine Monsters may not be totally safe due to some powerful Spell and Trap Cards, but they're a lot harder to eliminate than the average creature and well worth the cost.

SPELL CARDS

1. **Name:** The name of the spell
2. **Type:** Notes that the Spell Card is a type of magic
3. **Cost:** The Duelist Level required to use the card and the amount of Deck Capacity required to add it to the Deck
4. **Effect:** The Spell Card's effect when activated

Spells Cards are powerful magic with a wide variety of effects on you or your opponent's cards and Life Points. Typically, the stronger the magic wielded by the Spell Card, the higher the cost. Spell Cards are played in addition to Monster Cards and any number may be used during a turn. Learning when and how to use Spell Cards can sometimes make a difference between winning and losing a Duel.

All Spell Cards are placed on the field face-down to hide their effects from opponents. This creates some deception, because the opponent can't tell if the cards are Spells or Traps. Spell Cards frequently appear before they're needed, so they sit on the board for some time before being used. This allows the opponent to eliminate them with a Spell of his own.

Knowing when to play a Spell Card is tricky, and even more so when playing a computer-controlled opponent that looks for signs of weakness. Sometimes it pays to wait, but eventually you have to strike, otherwise opportunities for a quick victory are missed. There's no simple rule as to when to play a Spell Card. Experience is the best teacher. Just remember that using them too quickly or waiting too long can be equally devastating.

Examples of Spell Cards

"Restructer Revolution:" An attack spell that directly hits the opponent's LP. It inflicts 200 LP damage for every card in the foe's hand.

"Black Pendant:" A pendant that is imbued with a magic-enhancing power. It can power up a chosen magician or a female.

"Tremendous Fire:" A Spell Card that ignites an inferno of ferocious intensity. It inflicts 1000 LP damage directly on the opponent.

Monster Type	Favored Terrain	Unfavorable Terrain
Aqua	Sea	None
Beast	Forest	None
Beast-Warrior	Forest, Field	None
Dinosaur	Wasteland	None
Dragon	Mountain	—
Fairy	None	Darkness
Fiend	Darkness	None
Fish	Sea	None
Insect	Forest	None
Machine	None	Sea
Magician	Darkness	None
Plant	Forest	None
Pyro	None	Sea
Reptile	None	None
Rock	Wasteland	None
Sea Dragon	Sea	None
Thunder	Mountain, Sea	None
Warrior	Field	None
Winged Beast	Mountain	None
Zombie	Wasteland	None

FIELD SPELL CARDS

Playing the "Forest" Spell Card benefits Plants, Beast-Warriors, Insects, and Beast cards.

Card Name	Field Created
"Forest"	Forest
"Wasteland"	Wasteland
"Mountain"	Mountain
"Sogen"	Field
"Umi"	Sea
"Yami"	Darkness

Spell Cards that change the Dueling Field's environment benefit low- and high-level Decks alike.

Add a Spell Card to your Deck that has a favorable impact on most of the Monster Types in your Deck. Once played, this Spell Card increases the ATK and DEF of all monsters that react favorably to the terrain by 30 percent.

Ideally, play a Spell Card that increases most of your Monster Cards ATK and DEF stats and decreases most of your opponent's Monster Cards stats. But never have a Deck with only one type of monster.

Because Field Spell Cards cost only 40 points, add a few to your Deck to help beef up your cards. Familiarize yourself with the type of Deck your opponent typically uses and make the most of it. Refer to the following chart to find out which Monster Types are affected by Field Spell Cards.

Examples of Field Spell Cards

"Forest:" A Spell Card that changes the field into a verdant forest. It benefits plants, beast warriors, insects and beasts.

"Sogen:" A Spell Card that changes the field into a grassy meadow. It benefits Beast-Warriors and Warriors.

"Yami:" Transforms the field into darkness. It benefits Spellcasters and Fiends, and disadvantages Fairies.

RITUAL SPELL CARDS

To summon a "Black Luster Soldier," play "Black Luster Ritual" and sacrifice "Gaia The Fierce Knight."

Ritual Spell Cards are a great way to summon high-level monsters without actually having them in the Deck. Ritual Monsters are extremely powerful and thus they have a high cost and require a high Duelist Level; but Ritual Spell Cards have no cost, so they can be used by anyone with the proper Tribute.

Note

Monsters that are summoned using Ritual Spell Cards can be summoned as usual if you own their cards. Just pay the Tribute as you would with any other high-level monster to bring these powerful creatures onto the field.

To use a Ritual Spell Card, make sure the Monster Card listed on the Ritual Card is already in play along with two other Tributes. Place the Ritual Spell Card on the field and immediately sacrifice the two Tribute creatures. Activate the Ritual Spell Card, and the monster specified on the card is transformed into the Ritual Monster.

Examples of Ritual Spell Cards

"Dark Magic Ritual:" Summons a "Magician of Black Chaos" in return for a Tribute. For this, a "Dark Magician", etc., is needed.

"Black Illusion Ritual:" A ritual for summoning a "Relinquished" in return for a Tribute. For this, a "Dark-Eyes Illusionist," etc., is needed.

TRAP CARDS

The "Eatgaboon" and other Trap Cards are a great way to catch an opponent off guard.

Trap Cards are a must-have for everyone's Deck. Trap Cards typically have a low cost, so they have very little impact on Deck Capacity. Once played, a Trap Card activates when certain conditions have been met. The "Eatgaboon" Trap Card is an excellent example. Once played, it automatically intercepts and destroys any attacking enemy monsters with an ATK of 1000 or less. Put several Trap Cards in your Deck to help protect weaker monsters and make it easier to bring out high-level monsters with Tributes.

Examples of Trap Cards

"Bear Trap:" A Trap Card that is deadly to stronger monsters that attack it. If the monster's ATK is 1500 or less, the trap wipes it out.

"Acid Trap Hole:" A Trap Card that is deadly to any monster that attacks it. If the monster's ATK is 3000 or less, the trap wipes it out.

"Anti Raigeki:" A Trap Card that protects the player's monsters from "Raigeki." Instead, it destroys all the monsters on the foe's field.

Deck Size

All Duelists must have 40 cards in their Decks. How the Decks are made is entirely up to the Duelist, though we'll suggest a few tricks to help you get past tough opponents.

Deck Capacity

This Deck has exceeded its Deck Capacity. Cards must be switched out to fall below the Deck Capacity.

Each card has a cost. All the cards that make up your Deck cannot exceed your maximum Deck Capacity. The higher the card cost, the more space it takes up in your Deck. Because *Yu-Gi-Oh! Reshef of Destruction* incorporates a Deck Capacity, you must be careful when choosing the cards with which to Duel. This prevents new Duelists from loading up on high-level Monster Cards until he or she has increased the Deck Capacity enough to add them.

To increase your Deck Capacity, you must defeat other Duelists. Depending upon the strength of your opponent, your Deck Capacity increases 1–3 points with every successful Duel.

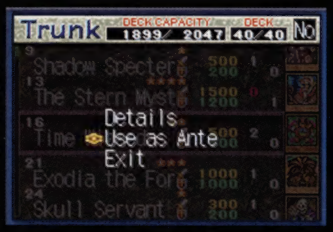
Duelist Level

A character's Duelist Level determines which cards can be placed in the Deck. Only cards with a cost equal to or less than the character's Duelist Level may be used. If a card is above the character's Duelist Level, the normal card text is replaced with a message that explains the situation and the card's name is purple in the Trunk menu.

Challenging and defeating opponents raises your Duelist Level. Most victories are worth 3 points, but some are worth as little as 1. It takes a lot of Dueling to get your Duelist Level to 999, which allows you to use any card in the game.

Time to Play!

ANTE



Use duplicates of great cards as antes before each match to win even better cards in return.

At the beginning of every Duel you can ante a card from your Deck or Trunk. Choosing to ante a card forces your opponent to ante up as well. If you win the Duel, you win your opponent's card, and if you lose the Duel, you lose your card. The better the ante, the better your reward for victory. One-of-a-kind cards cannot be used as an ante. You must have at least two of the cards before the ante will be accepted. If you ante a low-value card, the game questions the choice and presents an opportunity to change your offering. It isn't necessary to ante before every Duel, but remember ... no risk, no reward.

DUELING ACTIONS

You can perform five actions on each turn, assuming that the necessary cards are in play or in your or your opponent's hand. It isn't necessary to perform an action on a turn; you can pass. Only one Monster Card may be summoned on each turn, but you can play as many Spell or Trap Cards as desired, as long as space is available on the field.

1 Summon a monster
2 Make Tributes for summoning
3 Attack your opponent
2 Play any Trap or Spell Cards
5 Activate effects

Summon a Monster/Make Tributes

It's time for this creature to take its place on the field.

Only one monster may be brought onto the field each turn. First it must be determined if the Monster Card requires a Tribute. Anything that is Level 5 or more requires a Tribute of one or more cards. (If it's the first turn of a Duel, no Monster Cards requiring a Tribute may be brought onto the field, because there's no chance that the required Tributes will be present.) If no Tribute is required, the Monster Card is placed on the field face-down in the Attack or Defense Position. If a Tribute is required, sacrifice the required number of Monster Cards that are already in play and then activate the monster to be summoned.

Attack the Opponent

The opponent's card has no chance of surviving this battle.

Once your monster has been placed on the Dueling Field it can be used to attack an opponent. The only time this isn't true is on the first turn. A monster played on the first turn cannot attack until the second turn.

To attack, choose the card that will attack and the target monster on the opponent's side of the field. The ATK of the attacking card is compared with the victim's ATK or DEF depending on the card's posture. If the attacker's ATK is higher than the opponent's ATK or DEF (whichever is being used), the opponent's monster is defeated and sent to the Graveyard.

If the opponent's card was in the Attack Position, the difference between the attacking monster's ATK and the opponent's ATK is then applied to the opponent's LP. For instance, if the attacking card has an ATK of 1000 and the victim had an ATK of 400, the opponent's LP is reduced by 600. If the opponent's monster was in a Defense Position, no damage is caused to the opponent's LP. If the opponent has no monsters in play, his LP may be attacked directly.

Play Trap or Spell Cards

This player's cards are well protected and the enemy is about to get a nasty surprise.

Trap and Spell Cards are placed on the field face-down. You may continue to place Trap and Spell Cards so long as there's room on the field. Trap Cards remain face-down until the opponent attacks and the conditions specified on the card are met. At that time, the appropriate Trap Card is automatically activated. Spell Cards may be played at any time during your turn, so long as there is a valid target on the field.

DEFENDING

A high ATK isn't always necessary.

At times a strong defense is better than a powerful offense. Don't pass up Monster Cards that feature a monstrous DEF. If the opponent can't get past your monsters, he can't damage your LP.

A card doesn't have to have a high DEF to be put into a Defense Position. When the opponent has the advantage and there's no way the monsters on the field can stop his monsters, put your monsters into a Defense Position. They'll be eliminated, but your LP remains intact so long as you have enough creatures to block your opponent's attacks.

Note

A card can be placed in a Defense Position only if it isn't used to attack during your turn.

KEEP UP THE PRESSURE

Get rid of those cards fast, or something stronger may be on the way.

Don't underestimate an opponent playing weaker cards. If you ignore these cards, deciding to perform other actions on your turn, the opponent may bring out more powerful cards by using the weak cards as Tributes. Pound away at the opponent and wipe out any card that can be destroyed when the opportunity arises.

BAIT A POSSIBLE TRAP

Those cards could be Traps or Spells, so be careful.

Sometimes an opponent attempts to lure you into a trap by placing a weak card on the Dueling Field. Summon a weak monster to attack the bait to ensure that the opponent doesn't have a Trap Card lying in wait. Don't risk a stronger monster if it can be avoided.

WINNING THE DUEL

1. Your opponent's Life Points reach zero
2. Your opponent runs out of cards
3. You play all of the "FINAL" cards onto the Dueling Field
4. You play all five pieces of "Exodia the Forbidden One" onto the Dueling Field

To win the Duel by executing the Destiny Board cards, the Destiny Board Card and the four Spirit Message Cards must be on the Dueling Field. Victory is automatic if the "FINAL" message is displayed. The Destiny Board Cards are Trap Cards and are safe from destruction by an opponent's Monster Cards unless a card is played that wipes out your Trap Cards. The five cards needed to win the Duel are:

F "Destiny Board"

I "Spirit Message I"

N "Spirit Message N"

A "Spirit Message A"

L "Spirit Message L"

"Exodia the Forbidden One"

For an automatic win using the Exodia cards, the Duelist must have all five pieces of Exodia in his hand. The Rare Hunter often tries to win Duels by playing the Exodia cards, so remember this when you Duel him. The five pieces of Exodia are:

"Exodia the Forbidden One"

"Left Arm of the Forbidden One"

"Left Leg of the Forbidden One"

"Right Arm of the Forbidden One"

"Right Leg of the Forbidden One"

At the end of the Duel, your Deck Capacity increases 1–3 points and your level may rise, depending upon your opponent's level compared to your level. Your level increases only once with a Duel victory. You also win Dominos, which are the currency used in Domino City. The number of Dominos you win depends on your opponent's level.

RESTORE YOUR LIFE POINTS

Visit home often to restore lost LP.

After a Duel, return home and use the computer on the desk to restore your Life Points. You can also save your game. Do this before each major Duel so if the Duel doesn't go well, you can reload your game and evaluate your Deck structure before trying again.

LEVEL UP!

This card level is too high for this Duelist to add it to his Deck.

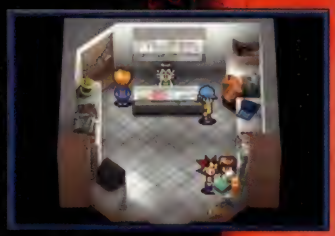
As you progress through the game, your opponents become harder to defeat because of their high levels. To increase your level, you must win Duels. The more Duels you win, the faster your level rises. To add powerful Monster Cards to your Deck, your level must be at least as high as the cards' Deck cost. Most residents of Domino City will Duel with you at least once, but a few you can repeatedly Duel with little fear of losing. Your Deck Capacity doesn't increase as much when you enter easy-to-win Duels.

NEW CARDS!

Visit the Gaming Shop often, but bring lots of Dominoes.

Besides winning cards in Duels, you can purchase cards at the Gaming Shop in the southwest corner of Domino City. Grandpa's selection isn't very impressive at first, but each time you win a Duel, Grandpa adds more cards to his inventory. Cards can be very expensive. Spend Dominoes wisely and think about your card choice before spending that hard-earned dough! You can sell duplicate cards to Grandpa for half their purchase price. You cannot sell cards of which you only have one copy.

PASSWORDS



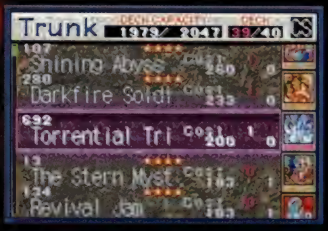
Password monitors allow you to add cards to the Gaming Shop.

Sometime you may want a certain card that Grandpa doesn't have. To increase his stock, turn on the computer, agree to pay 1000 Dominos, and input the password for the card you want Grandpa to sell. The card appears in Grandpa's selection.

This adds the card to the shop's inventory. You still have to buy the card to add it to your Deck. This is an expensive way of getting specific cards, but if you have a certain Deck in mind it's the only way to put it together quickly.

Deck-Building Tips and Tricks

Choose Wisely



High-level cards eat up your Deck Capacity.

Your first Deck won't come with many options. You'll have a variety of Monster Cards, Spell Cards, and Trap Cards from which to choose. In the beginning, fill half the Deck with Monster Cards, one third of which can be Tribute monsters. Don't include too many high-level cards that require Tributes, or you may have difficulty getting monsters onto the field. If you can't summon a monster during your turn, you leave yourself open to having your Life Points directly attacked.

High-level cards also have a higher card cost. In the beginning, your Deck Capacity isn't very high. Choosing only high-level cards will deplete your Deck Capacity before you reach the mandatory 40 cards.

Effect Cards

"Electric Lizard" stops one of your opponent's cards from moving for one turn.

Whenever possible, add cards to your Deck that can perform as a regular summon monster that can attack and defend, create an effect that vanquishes specific enemy cards, or attack your opponent's Life Points directly. Make the most of your Deck Capacity by using these beneficial monsters.

Trap and Spells

"Eatgaboon" can wipe out an attacking monster with an ATK of 1000 or less.

Trap and Spell Cards are an excellent and inexpensive way to make your Deck more powerful. Some Traps protect your Life Points by eliminating your opponent's monsters when they attack, and some Spell Cards attack your opponent's Life Points directly. Use Trap Cards such as "Eatgaboon," "Bear Trap," or "Acid Hole" to eliminate attacking monsters. Add one or two "Red Medicine" Spell Cards to restore your Life Points.

Inflate Your Monster's Stats

"Dark Energy" powers up a Dark being by 500 points.

Even though your Deck Capacity restricts filling your Deck with lots of high-level monsters, you still can have a few power-houses. Spells that inflate the ATK and DEF stats of your monsters typically cost more than Trap or Spell Cards, but boosting your monsters' stats helps you defeat stronger opponents.

Deck Construction

Your Deck Capacity determines the total card cost of your Deck. However, the choice of cards to include in your Deck is all up to you.

Fifty to sixty percent of your Deck should consist of Monster Cards, and most of those should be non-Tribute cards. Tribute cards don't help if you don't have enough non-Tribute cards to sacrifice for them. Don't become attached to high-powered cards you won't be able to play. Those cards may look great, but they won't do you any good sitting in your hand because you can't afford to play them.

Fill the other 40–50 percent of your Deck with Spell and Trap Cards. Mix up the types of Traps and Spells. Save some Deck Capacity for one or two Spell Cards that replenish lost Life Points.

Deck "Must Haves"

A few cards are a must-have for any Duelist. Some of these cards have higher-level versions of the same type of card and have a higher card cost. Replace the lower cost versions when you can. Be mindful of your Deck ratio and don't overload it with Trap and Spell Cards. Monster summoning is still the heart of your Deck. Build your strategy around the types of monsters available.

Name	Cost	Description
"Acid Trap Hole"	70	Wipes out an opponent's attacking monster with an ATK of 3000 or less
"Bear Trap"	20	Wipes out an opponent's attacking monster with an ATK of 1500 or less
"Beckon to Darkness"	15	Banishes an opponent's Monster Card from the Dueling field
"Crush Card"	100	Destroys all opponent's monsters on the Dueling field with an ATK of 1500 or more
"Eatgaboon"	10	Destroys an attacking monster whose ATK is 1000 or less
"Goblin's Secret Remedy"	15	Restores 1000 Life Points

table cont.

Name	Cost	Description
"Harpie's Feather Duster"	100	Sweeps away all Spell and Trap Cards on your opponent's Dueling field
"Hinotama"	5	Inflicts 100 points of damage directly to opponent's Life Points
"Pot of Greed"	150	Player can draw two cards from the Deck if there is enough room in your hand
"Raigeki"	150	Destroys every monster on your opponent's Dueling field
"Red Medicine"	5	Restores 500 Life Points
"Sparks"	0	Inflicts 50 points of damage directly to opponent's Life Points

Top Cards

The following is a sample of some of the best cards in the game based upon a variety of categories. These lists don't consider things such as the player's Duelist Level, Deck Capacity, and any potential themes, so they are not absolute.

Top Non-Tribute Monsters (Level 4 or Less)

#758: "Big Shield Gardna" (DEF 2600/Cost 532)
#197: "Boar Soldier" (ATK 2000/Cost 319)
#83: "Castle of Dark Illusions" (DEF 2500/Cost 493)
#551: "Dark Elf" (ATK 2000/Cost 319)
#181: "Flash Assailant" (ATK 2000/Cost 319)
#445: "Giant Rex" (ATK 2000/Cost 319)
#367: "Jirai Gumo" (ATK 2200/Cost 384)
#679: "Nuvia the Wicked" (ATK 2000/Cost 319)
#745: "Panther Warrior" (ATK 2000/Cost 319)
#517: "Zombyra the Dark" (ATK 2100/Cost 350)

Top One-Tribute Monsters (Level 5 or 6)

#778: "Beast of Gilfer" (DEF 2500/Cost 279)
#799: "Cyber-Tech Alligator" (ATK 2500/Cost 279)
#85: "King of Yamimakai" (ATK 2600/Cost 331)
#366: "Labyrinth Wall" (DEF 3000/Cost 585)
#362: "Millennium Shield" (DEF 3000/Cost 999)
#671: "Mystical Beast Serket" (ATK 2500/Cost 279)
#22: "Summoned Skull" (ATK 2500/Cost 279)
#729: "Toon Summoned Skull" (ATK 2500/Cost 279)
#797: "Total Defense Shogun" (DEF 2500/Cost 279)

Top Two-Tribute Monsters (Level 7 or 8)

#647: "Berserk Dragon" (ATK 3500/Cost 229)
#680: "Masked Beast Des Gardius" (ATK 3300/Cost 168)
#713: "Meteor B. Dragon" (ATK 3500/Cost 229)
#67: "Perfectly Ultimate Great Moth" (ATK 3500/Cost 255)
#644: "Shinato, King of a Higher Plane" (ATK 3300/Cost 168)
#691: "Valkyrion the Magna Warrior" (DEF 3850/Cost 357)
#369: "Wall Shadow" (DEF 3000/Cost 95)
#643: "Yamata Dragon" (DEF 3100/Cost 117)

Top Three-Tribute Monsters (Level 9 or Higher)

#380: "Blue-Eyes Ultimate Dragon" (ATK 4500/Cost 999)
#697: "F.G.D." (ATK & DEF 5000/Cost 169)
#698: "Master of Dragon Soldier" (ATK & DEF 5000/Cost 169)
#234: "Obelisk the Tormentor" (ATK & DEF 4000/Cost 0)
#238: "Slifer the Sky Dragon" (ATK & DEF 4000/Cost 0)
#240: "The Winged Dragon of Ra" (Battle Mode) (ATK & DEF 4000/Cost 0)
#412: "The Winged Dragon of Ra" (Phoenix Mode) (ATK & DEF 4000/Cost 0)

Top Aqua Alignment Cards

#248: "Amphibian Beast" (ATK 2400/Cost 231)
#442: "Aqua Dragon" (ATK 2250/Cost 168)
#132: "Humanoid Worm Drake" (ATK 2200/Cost 3)
#223: "Roaring Ocean Snake" (ATK 2100/Cost 116)
#373: "Suijin" (ATK 2500/Cost 20)

Top Divine Alignment Cards

#697: "F.G.D." (ATK 5000, Cost 169)
#698: "Master of Dragon Soldier" (ATK 5000/Cost 169)
#238: "Slifer the Sky Dragon" (ATK 4000/Cost 0)
#240: "The Winged Dragon of Ra" (Battle Mode) (ATK 4000, Cost 0)
#412: "The Winged Dragon of Ra" (Phoenix Mode) (ATK 4000, Cost 0)

Top Dreams Alignment Cards

#514: "Asura Priest" (ATK 1700/Cost 233)
#750: "Chimera the Flying Mythical Beast" (ATK 2100/Cost 116)
#604: "Helpoemer" (ATK 2000/Cost 500)
#646: "Mirage Knight" (ATK 2800/Cost 58)
#800: "Talons of Shurilane" (ATK 2100/Cost 116)

Top Earth Alignment Cards

#137: "Buster Blader" (ATK 2600/Cost 30)
#671: "Mystical Beast Serket" (ATK 2500/Cost 279)
#151: "Orgoth the Relentless" (ATK 2500/Cost 20)
#773: "Sword Hunter" (ATK 2450/Cost 16)
#691: "Valkyrion the Magna Warrior" (ATK 3500/Cost 357)

Top Fiend Alignment Cards

#647: "Berserk Dragon" (ATK 3500/Cost 229)
#217: "B. Skull Dragon" (ATK 3200/Cost 5)
#392: "Metalzoa" (ATK 3000/Cost 95)
#457: "The Masked Beast" (ATK 3200/Cost 142)
#391: "Zoa" (ATK 2600/Cost 30)

TOP FOREST ALIGNMENT CARDS

#[illegible]: "Great Moth" (ATK 2600/Cost 255)
#[illegible]: "Insect Queen" (ATK 2200/Cost 12)
#[illegible]: "Jirai Gumo" (ATK 2200/Cost 384)
#[illegible]: "Perfectly Ultimate Great Moth" (ATK 3500/Cost 255)
#[illegible]: "Ushi Oni" (ATK 2150/Cost 132)

TOP LIGHT ALIGNMENT CARDS

#[illegible]: "Blue-Eyes Toon Dragon" (ATK 3000/Cost 95)
#[illegible]: "Blue-Eyes White Dragon" (ATK 3000/Cost 95)
#[illegible]: "Gilford the Lightning" (ATK 2800/Cost 58)
#[illegible]: "Shinato, King of a Higher Plane" (ATK 3300/Cost 168)
#[illegible]: "XYZ-Dragon Cannon" (ATK 2800/Cost 58)

TOP PYRO ALIGNMENT CARDS

#[illegible]: "Lava Golem" (ATK 3000/Cost 95)
#[illegible]: "Meteor B. Dragon" (ATK 3500/Cost 229)
#236: "Perfect Machine King" (ATK 2700/Cost 43)
#69: "Thousand Dragon" (ATK 2400/Cost 12)
#643: "Yamata Dragon" (ATK 2600/Cost 117)

TOP SHADOW ALIGNMENT CARDS

#636: "Dark Paladin" (ATK 2900/Cost 76)
#696: "Dark Sage" (ATK 2800/Cost 5)
#680: "Masked Beast Des Gardius" (ATK 3300/Cost 168)
#742: "Red-Eyes Black Metal Dragon" (ATK 2800/Cost 58)
#707: "Skull Knight" (ATK 2650/Cost 37)

TOP THUNDER ALIGNMENT CARDS

#752: "Jinzo" (ATK 2400/Cost 231)
#458: "Kaminari Attack" (ATK 1900/Cost 61)
#371: "Sanga of the Thunder" (ATK 2600/Cost 30)
#613: "Twin-Headed Thunder Dragon" (ATK 2800/Cost 58)
#596: "XZ-Tank Cannon" (ATK 2400/Cost 231)

TOP WIND ALIGNMENT CARDS

#799: "Cyber-Tech Alligator" (ATK 2500/Cost 279)
#37: "Gaia the Dragon Champion" (ATK 2600/Cost 30)
#372: "Kazejin" (ATK 2400/Cost 12)
#792: "Steel Fan Fighter" (ATK 2200/Cost 150)
#593: "XY-Dragon Cannon" (ATK 2200/Cost 150)

TOP DIRECT DAMAGE CARDS

#665: "Des Volstgalph" (500 damage/Monster Card)
#675: "Exarion Universe" (1800 damage*/Monster Card)
#234: "Obelisk the Tormentor" (4000 damage/Monster Card)
#346: "Ookazi" (500 damage/Spell Card)
#788: "Restructer Revolution" (200–1000 damage/Spell Card)
#240: "The Winged Dragon of Ra" (Battle Mode) (3999 damage*/Monster Card)
#347: "Tremendous Fire" (1000 damage/Spell Card)

Amount of potential damage is altered as monster's ATK changes.

TOP HEALING CARDS

#342: "Dian Keto the Cure Master" (Restores 5000 LP/Spell Card)
#363: "Fairy's Gift" (Restores 1000 LP/Monster Card)
#340: "Goblin's Secret Remedy" (Restores 1000 LP/Spell Card)
#612: "Lady of Faith" (Restores 500 LP/Monster Card)
#341: "Soul of the Pure" (Restores 2000 LP/Spell Card)

TOP ATTACK CARDS

#647: "Berserk Dragon" (ATK 3500/Cost 229)
#380: "Blue-Eyes Ultimate Dragon" (ATK 4500/Cost 999)
#697: "F.G.D." (ATK 5000/Cost 169)
#374: "Gate Guardian" (ATK 3750/Cost 999)
#698: "Master of Dragon Soldier" (ATK 5000/Cost 169)
#713: "Meteor B. Dragon" (ATK 3500/Cost 229)
#234: "Obelisk the Tormentor" (ATK 4000/Cost 0)
#67: "Perfectly Ultimate Great Moth" (ATK 3500/Cost 255)
#238: "Slifer the Sky Dragon" (ATK 4000/Cost 0)
#240: "The Winged Dragon of Ra" (Battle Mode) (ATK 4000/Cost 0)
#412: "The Winged Dragon of Ra" (Phoenix Mode) (ATK 4000/Cost 0)
#691: "Valkyrion the Magna Warrior" (ATK 3500/Cost 357)

TOP DEFENSE CARDS

#380: "Blue-Eyes Ultimate Dragon" (DEF 3800/Cost 999)
#696: "Dark Sage" (DEF 3200/Cost 5)
#697: "F.G.D." (DEF 5000/Cost 169)
#374: "Gate Guardian" (DEF 3400/Cost 999)
#698: "Master of Dragon Soldier" (DEF 5000/Cost 169)
#234: "Obelisk the Tormentor" (DEF 4000/Cost 0)
#238: "Slifer the Sky Dragon" (DEF 4000/Cost 0)
#240: "The Winged Dragon of Ra" (Battle Mode) (DEF 4000/Cost 0)
#412: "The Winged Dragon of Ra" (Phoenix Mode) (DEF 4000/Cost 0)
#643: "Yamata Dragon" (DEF 3100/Cost 117)
#691: "Valkyrion the Magna Warrior" (DEF 3850/Cost 357)

TOP LOW-COST CARDS

#217: "B. Skull Dragon" (Cost 5/ATK 3200/DEF 2500)
#696: "Dark Sage" (Cost 5/ATK 2800/DEF 3200)
#132: "Humanoid Worm Drake" (Cost 3/ATK 2200/DEF 2000)

#234: "Obelisk the Tormentor" (Cost 0/ATK & DEF 4000)
#110: "Ruklamba the Spirit King" (Cost 3/ATK 1000/DEF 2000)
#238: "Slifer the Sky Dragon" (Cost 0/ATK & DEF 4000)
#723: "Slot Machine" (Cost 6/ATK 2000/DEF 2300)
#426: "Stone D." (Cost 6/ATK 2000/DEF 2300)
#240: "The Winged Dragon of Ra" (Battle Mode) (Cost 0/ATK & DEF 4000)
#412: "The Winged Dragon of Ra" (Phoenix Mode) (Cost 0/ATK & DEF 4000)

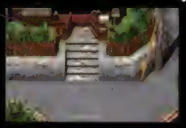
Stay Flexible!

Now that you have the basics in Deck Construction, build a Deck using some of the tips we've provided. As your level rises and your card selection grows, you may prefer to play one type of card over another. If you decide to Duel primarily with Aqua, Pyro, Earth, etc. monsters, that's fine. Just keep in mind that Decks created with one specific Monster Type perform poorly when facing cards with an alignment detrimental to your theme. Add a few Monster Cards that are outside your theme. Flexibility ensures victory on the Dueling Field.

Search for the Millennium Items

- A Clock Tower Square
- B Domino Station
- C Egypt Exhibition
- D Domino Pier
- E Italy
- F China
- G Canada
- H Egypt
- I Galapagos
- J Pegasus Island/Dungeon/Pegasus Castle

Domino City: Clock Tower Square



- A Hero's Home
- B Ishizu
- C Clock Tower Plaza
- D Kaiba Corp. and the KC-1000 Dueling Machine
- E Rebecca, Seto, and Mokuba
- F Grandpa's Gaming Shop
- G Duke and Tristan
- H To World Map

THE SEARCH BEGINS

Yugi and Joey join you on your quest.

Yugi's Millennium Puzzle is gone, along with Yugi's other self! Agree to help Yugi search for his Millennium Puzzle, then head to Clock Tower Square. Ishizu appears and asks for your help. The disappearance of the Millennium Items is due to the resurrection of Reshef the Dark Being. Someone conducted a Fusion ritual on the god cards, allowing Reshef to steal their power and re-emerge in this world. The cards, drained of power, were turned into stone, making them absolutely useless. To return the Dark Being to its dungeon, the Millennium Items must be recovered and the god cards restored.

The Millennium Items have been scattered all over the world, but Ishizu, as a descendent of a clan of Crypt Keepers, can sense their pulse and direct the search. The first Millennium Item is located at the Egypt Exhibition, which can be reached via the Railway Station. Exit Clock Tower Square through the northwest road to reach the World Map and travel to Domino Station.

GRANDPA'S GAMING SHOP

Grandpa's Gaming Shop is a one-stop shop for all your gaming needs.

Before leaving Clock Tower Square, stop at Grandpa's Gaming Shop in Domino City's southwest corner. Grandpa sells a variety of cards and he'll gladly purchase any extra cards in your Trunk. The better the card, the more expensive it is. At the start of the game, not much is available, so don't worry if you don't see a "Blue-Eyes White Dragon."

If Grandpa isn't selling a particular card, you can add it to his stock by using the Password Terminal next to the counter. It costs 1000 Dominoes to use the terminal, so choose wisely before entering a password. Note that entering a password doesn't add the card to your Deck or Trunk, it only adds it to Grandpa's inventory. You still have to buy the card.

Note

Grandpa will not buy one-of-a-kind cards. Have at least two of a card in the Trunk before trying to sell one.

Yugi and Joey are ready to Duel!

While in the Gaming Shop, Yugi and Joey separate from the hero, which presents an opportunity for you to Duel them. Both have tough Decks that evolve throughout the game. However, they're usually the best to win good cards from.

THE KAIBA CORPORATION

Defeat Rebecca to gain access to the Kaiba Corporation's KC-1000 Dueling Machine.

The Kaiba Corporation building holds a modern marvel, the KC-1000 Dueling Machine. You must defeat Rebecca before you can enter the building. The KC-1000 is probably the best place to fight repeatedly when building your Duelist Level and Deck Capacity, and trying to earn better cards. The machine has three difficulty settings. The Novice setting is the equivalent of a Duel with one of the Common Duelists, so winning is a breeze. The Standard and Expert settings are considerably more challenging.

LEVELING UP

Don't pass up an opportunity to challenge a pedestrian to a street Duel.

Before traveling to Domino Station, explore Clock Tower Square. Lots of Duelists roam around and will accept a challenge. Dueling them allows you to increase both your Duelist Level and Deck Capacity. There are two basic types of Duelists: Common and Named.

Common Duelist refers to the average Joe walking the street. These nameless pedestrians usually are happy to accept a street Duel, but you can beat each only once. After being beaten, they turn down any Duel request. Always challenge the Common Duelists in an area before taking on the Named Duelists. The boosts to your Deck Capacity and Duelist Level plus the cards earned are often essential to victory.

Named Duelists are regulars on the TV show. They're generally more challenging than the Common Duelists and can be Dueled an infinite number of times. Every Named Duelist is eager for a challenge. Some of them improve their Decks as your Duelist Level increases so they're always competitive. Others use the same Deck throughout the entire game and are an easy mark when looking for a quick Duel. Dueling Named Duelists is also a great way to earn extra cards, which you can sell for Dominoes to later purchase specific cards from Grandpa's Gaming Shop.

Note

For each of the Duelists, we've supplied a sample of the cards contained in their Decks. This should make it a bit easier to strategize before starting a Duel. However, these lists are not complete. Some characters upgrade their Decks over time. Unless we specify that a Named Duelist always uses the same Deck, you should assume that the character's Deck evolves.

COMMON DUELISTS

The Common Duelists in Clock Tower Square aren't much of a challenge. Their Duelist Levels are low and their cards are some of the weakest. Use antes before every Duel and pay attention to the rewards. Strengthen your Deck with the new cards by

replacing the weakest. Don't worry about having a theme at this point. The card selection is very limited, so just focus on filling the Deck with cards that have high ATK or DEF.

Sample Cards: Clock Tower Square Duelists

Name	Level	Type	Summon	ATK	DEF
"Abyss Flower"	2	Plant	Forest	750	400
"Ameba"	1	Aqua	Aqua	300	350
"Ancient Jar"	1	Rock	Earth	400	200
"Armed Ninja"	1	Warrior	Aqua	300	300
"Bat"	1	Machine	Fiend	300	350
"Bite Shoes"	2	Fiend	Fiend	500	300
"Change Slime"	1	Aqua	Aqua	400	300
"Dark Plant"	1	Plant	Fiend	300	400
"Gravedigger Ghoul"	N/A	Spell	N/A	N/A	N/A
"Griggle"	1	Plant	Forest	350	300
"Key Mace"	1	Fairy	Light	400	300
"Leghul"	1	Insect	Forest	300	350
"Magician of Faith"	1	Magician	Light	300	400
"Mechanical Spider"	2	Machine	Forest	400	500
"Mystic Lamp"	1	Magician	Shadow	400	300
"Rainbow Flower"	2	Plant	Forest	400	500
"Shadow Specter"	1	Zombie	Fiend	500	200
"The Inexperienced Spy"	N/A	Spell	N/A	N/A	N/A
"Tomozaurus"	2	Dinosaur	Earth	500	400
"Turu-Purun"	2	Aqua	Aqua	450	500

NAMED DUELISTS

This part of Domino City contains several Named Duelists. Most of them are fairly challenging, but even your Starter Deck should be sufficient for most Duels. However, avoid a couple of Named Duelists until you have stronger cards.

Duke

Be ready for anything when challenging Duke to a Duel.

Find Duke in front of Grandpa's Gaming Shop in the southwest corner of Clock Tower Square. His Deck is only slightly better than the Common Duelists that roam the streets, so he isn't difficult to beat at first. However, his Deck alters as your Duelist Level increases. Continue improving your Deck regularly, or he'll quickly become too powerful. Keep replacing weak cards with stronger ones and keep a balance of Trap, Spell, and Monster Cards.

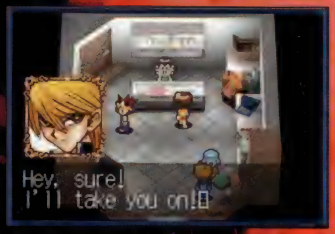
Watch out for the "Hourglass of Life" cards in his Deck. These cards allow him to sacrifice 1000 LP to power up all of his monsters in play. This can be devastating if you don't react quickly. The best way to defend against it is to keep his field cleared of monsters, so only the "Hourglass of Life" is strengthened. Then just have a couple of Level 5 or 6 monsters ready to jump into battle, a "Bear Trap" or two to set on the field, and a few Spell Cards to eliminate these monsters without a fight.

Sample Cards: Duke

Name	Level	Type	Summon	ATK	DEF
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Boo Koo"	2	Magician	Light	650	500
"Firegrass"	2	Plant	Pyro	700	600
"Heavy Storm"	N/A	Spell	N/A	N/A	N/A
"Hourglass of Life"	2	Fairy	Light	700	600
"Kaminarikozou"	2	Thunder	Thunder	700	600
"Meotoko"	2	Beast	Fiend	700	600
"Morphing Jar"	2	Rock	Earth	700	600
"Phantom Dewan"	2	Magician	Shadow	700	600
"Restructer Revolution"	N/A	Spell	N/A	N/A	N/A
"Serpent Marauder"	2	Reptile	Aqua	700	600
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Winged Cleaver"	2	Insect	Forest	700	700
"Wings of Wicked Flame"	2	Pyro	Pyro	700	600

Joey

Joey provides an excellent barometer for your Deck.



You can challenge Joey only inside of Grandpa's Gaming Shop in the southwest corner of Clock Tower Square. He has a good Deck with some very powerful cards but a few exploitable weaknesses. The strongest cards in Joey's Deck are mostly either Pyro or Earth alignments, so a Deck with plenty of Wind and Water-Type monsters can easily hold him off. His Deck relies heavily on his ability to quickly power up his monsters, so never allow him to gather monsters on the field. Cards such as "Final Destiny" are helpful when he does manage to fill the field with strong monsters.

Note

Joey isn't difficult to beat with the right Deck. Fight him a lot at the game's start to earn extra Dominoes and win some really powerful starting cards such as "Baby Dragon" and "Swordsman of Landstar." Don't be surprised if some of the cards are too high for your Duelist Level at first.

Sample Cards: Joey Wheeler

Name	Level	Type	Summon	ATK	DEF
"Armed Ninja"	1	Warrior	Aqua	300	300
"Baby Dragon"	3	Dragon	Earth	1200	700
"Battle Warrior"	3	Warrior	Earth	700	1000
"Flame Swordsman"	5	Warrior	Pyro	1800	1600
"Jinzo #7"	2	Machine	Fiend	500	400
"Kagemusha of the Blue Flame"	2	Warrior	Pyro	800	400
"Kunai with Chain"	N/A	Spell	N/A	N/A	N/A

table con

Name	Level	Type	Summon	ATK	DEF
"Magician of Faith"	1	Magician	Light	300	400
"Mountain Warrior"	3	Beast-Warrior	Earth	600	1000
"Petit Dragon"	2	Dragon	Wind	600	700
"Queen's Double"	1	Warrior	Earth	350	300
"Red-Eyes B. Dragon"	7	Dragon	Fiend	2400	2000
"Salamandra"	N/A	Spell	N/A	N/A	N/A
"Swordsman of Landstar"	3	Warrior	Light	500	1200
"Thousand Dragon"	7	Dragon	Pyro	2400	2000
"Time Wizard"	2	Magician	Dreams	500	400
"Unhappy Maiden, The"	1	Magician	Light	0	100

Rebecca

Rebecca must prove herself if she wants to battle Seto.

Find Rebecca in the southeast corner of the Clock Tower Square. She's still angry with Seto for destroying her uncle's "Blue Eyes White Dragon" card and wants to Duel him. Seto agrees to Duel Rebecca, but only if she can beat you. Rebecca is a lot tougher than she looks. Don't underestimate her. At the start, her Deck is far too powerful for the cards in your Deck. Don't challenge her until you've recovered the first Millennium Item. By that time you should have enough high-power cards to win the Duel. Battle Yugi and Joey a lot at Grandpa's Gaming Shop and you may be able to put together a good Deck that can challenge her early on.

The main strategy with Rebecca is to rob her of Tributes to keep her from dragging out her strongest monster. That's difficult at first, but once your cards can pick past her 800–1300 onslaught, it isn't difficult to keep her under control. Focus on getting a powerful Level 5 or Level 6 monster onto the board as quickly as possible. Use Trap and Spell Cards to fend off her creatures if your own are too weak to go head-to-head.

Sample Cards: Rebecca

Name	Level	Type	Summon	ATK	DEF
"Alinsection"	3	Insect	Forest	950	700
"Blast Juggler"	3	Machine	Pyro	800	900
"Cannon Soldier"	4	Machine	Fiend	1400	1300
"Djinn the Watcher of the Wind"	3	Magician	Wind	700	900
"Megamorph"	N/A	Spell	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Mooyan Curry"	N/A	Spell	N/A	N/A	N/A
"Muse-A"	3	Fairy	Light	850	900
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Prisman"	3	Rock	Earth	800	1000
"Shadow Ghoul"	5	Zombie	Fiend	1600	1300
"Spellbinding Circle"	N/A	Spell	N/A	N/A	N/A
"Witch of the Black Forest"	4	Magician	Shadow	1100	1200

Tristan

Tristan doesn't offer much of a challenge, but a victory is a victory.

Find Tristan outside of Grandpa's Gaming Shop near Duke. His Deck is about as strong as the Common Duelists roaming the streets, but the rewards are much less. The typical reward is a one-point boost to your Deck Capacity and a single Domino. Extra cards are easy to win, but for the most part, they aren't worth much when sold. Nonetheless, Duel Tristan several times at the game's start just to rack up some easy wins and fill the Trunk a bit.

Sample Cards: Tristan Taylor

Name	Level	Type	Summon	ATK	DEF
"Ameba"	1	Aqua	Aqua	300	350
"Armed Ninja"	1	Warrior	Aqua	300	300
"Bat"	1	Machine	Fiend	300	350
"Dark Plant"	1	Plant	Fiend	300	400
"Griggle"	1	Plant	Forest	350	300
"Magician of Faith"	1	Magician	Light	300	400
"Milus Radiant"	1	Beast	Forest	300	250
"Ooguchi"	1	Aqua	Aqua	300	250
"Queen's Double"	1	Warrior	Earth	350	300
"Sinister Serpent"	1	Reptile	Aqua	300	250
"Steel Scorpion"	1	Machine	Forest	250	300

Yugi

Yugi presents a solid challenge at any time.

Yugi separates from the hero whenever the team enters Grandpa's Gaming Shop. This is the only time you can challenge him to a Duel. As expected, Yugi has a fairly powerful Deck. You can beat him, but only by taking advantage of a few weaknesses. The Deck focuses primarily on monsters

with Fiend and Shadow alignments, so put several Dream and Light-Type monsters in your Deck. There's also a mixture of Forest and Wind alignments, so a few Pyro and Forest-Type creatures in your Deck will help. Yugi relies heavily on powering up and using Tributes to end the battle quickly. It's essential that he not be allowed to gather monsters. Take advantage of the alignments in his Deck, and you should be able to fend off even his strongest assault.

Note

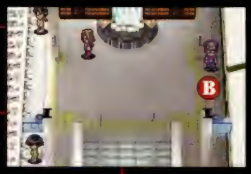
Duel Yugi a lot. You'll get some really great cards and lots of Dominoes. Challenge him repeatedly, and you may be able to collect all five of the "Exodia" cards.

Sample Cards: Yugi Muto

Name	Level	Type	Summon	ATK	DEF
"Ancient Jar"	1	Rock	Earth	400	200
"Book of Secret Arts"	N/A	Spell	N/A	N/A	N/A
"Dark Magician"	7	Magician	Shadow	2500	2100
"Exodia the Forbidden One"	3	Magician	Shadow	1000	1000
"Gaia the Dragon Champion"	7	Dragon	Wind	2600	2100
"Gaia the Fierce Knight"	7	Warrior	Shadow	2300	2100
"Hane-Hane"	2	Beast	Wind	450	500
"Horn of the Unicorn"	N/A	Spell	N/A	N/A	N/A
"Left Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Left Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Man-Eater Bug"	2	Insect	Forest	450	600
"Mushroom Man"	2	Plant	Forest	800	600
"Mystical Moon"	N/A	Spell	N/A	N/A	N/A
"Right Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Right Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Sangan"	3	Fiend	Fiend	1000	600
"Shadow Specter"	1	Zombie	Fiend	500	200
"Skull Servant"	1	Zombie	Fiend	300	200
"Spellbinding Circle"	N/A	Spell	N/A	N/A	N/A
"Summoned Skull"	6	Fiend	Fiend	2500	1200

Domino City: Domino Station

- A Railway Agents
- B Entrance to the Duel Express



Boarding the Duel Express

The Duel Express is just ahead, but only the worthy get through these gates.

The Duel Express is waiting at Domino Station. Three Railway Agents block the gate to the station platform. They won't let your party through until you can prove you're worthy. This is a tag Duel, so you're asked to choose between Yugi and Joey as a partner. The choice is inconsequential. Both characters are quick to win their Duels.

The Railway Agent is a bit more challenging than the Duelists wandering around in Clock Tower Square. His Deck has a stronger defense, which is difficult to break through if you haven't yet replaced the weakest cards from your starting Deck. The Railway Agent's Deck contains just about every alignment, so there's no way to easily cut through his cards without a powerful attack. Mix up your Deck with lots of different alignments and use the defense trick to keep those strong defenders in Attack Position. Use power-ups if they're available, but this early in the game it's unlikely. In the end, the easiest way past the Railway Agent is to quickly sacrifice a Tribute to bring out a Level 5 or Level 6 monster, which can easily cut through the toughest defenders to reach the Duelist's LP.

The Defense Trick

Tip

There's a simple way to get past cards that have a strong DEF but a weak ATK. The computer is normally very aggressive against cards that are brought into play face-down in the Defense Position, because it assumes the card isn't attacking because it's too weak or of the wrong alignment to challenge the cards in play. If a card with a strong DEF is holding you back, bring out any monster and immediately Set it to defend. When the computer takes its turn, it tries attacking the new card, which leaves the strong defender in a weak Attack Position, making it easy to destroy on the next turn. This little feint can be a real LP saver.

The station platform is packed with Duelists.

Once the Railway Agent has been defeated, you're free to board the Duel Express. Battle the other Duelists on the platform, and then return to Clock Tower Square to restore the hero's LP and save before boarding the train.

Sample Cards: Railway Agent

Name	Level	Type	Summon	ATK	DEF
"Ancient Jar"	1	Rock	Earth	400	200
"Beast of Talwar"	7	Fiend	Fiend	2400	2150
"Beckon to Darkness"	N/A	Spell	N/A	N/A	N/A
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Boo Koo"	2	Magician	Light	650	500
"Candle of Fate"	2	Fiend	Pyro	600	600
"Curtain of the Dark Ones"	2	Magician	Shadow	600	500
"Cyber Commander"	2	Machine	Fiend	750	700
"Doma The Angel of Silence"	5	Fairy	Shadow	1600	1400
"Droll Bird"	2	Winged Beast	Wind	600	500
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Flame Dancer"	2	Pyro	Pyro	550	450
"Furious Sea King, The"	3	Aqua	Aqua	800	700
"Genin"	3	Magician	Dreams	600	900
"Hane-Hane"	2	Beast	Wind	450	500
"Heavy Storm"	N/A	Spell	N/A	N/A	N/A
"Hinotama Soul"	2	Pyro	Pyro	600	500
"Jinzo #7"	2	Machine	Fiend	500	400
"Kaminarikozou"	2	Thunder	Thunder	700	600
"LaLa Li-oon"	2	Thunder	Thunder	600	600
"Leogun"	5	Beast	Earth	1750	1550
"Lightning Conger"	3	Thunder	Thunder	350	750
"Mechanical Spider"	2	Machine	Forest	400	500
"Monster Eye"	1	Fiend	Fiend	250	350
"Morphing Jar"	2	Rock	Earth	700	600
"Morphing Jar #2"	3	Rock	Earth	800	700
"Mystic Lamp"	1	Magician	Shadow	400	300
"Peacock"	5	Winged Beast	Forest	1700	1500
"Petit Dragon"	2	Dragon	Wind	600	700
"Phantom Dewan"	2	Magician	Shadow	700	600
"Restructer Revolution"	N/A	Spell	N/A	N/A	N/A
"Star Boy"	2	Aqua	Aqua	550	500
"Tatsunootoshigo"	5	Beast	Aqua	1350	1600
"Tomozaurus"	2	Dinosaur	Earth	500	400
"Weather Control"	2	Fairy	Light	600	400
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Winged Cleaver"	2	Insect	Forest	700	700

RIDING THE DUEL EXPRESS

- **A** Duel Express Conductors
- **B** Panik
- **C** The Wealthy Duelist

Speak with the conductors on the train to set the Duel Express in motion.

Save your game, then board the Duel Express at Domino Station. The other Duelists won't Duel until the train is in motion. Speak with the conductor on the left and the train leaves the station on its way to the Egypt Exhibition.

Challenge the conductor on the left to a Duel once the train is moving. He's blocking the door to the next car, and he won't move until he's defeated. The conductor has a lot of Light-Type monsters in his Deck, so playing Shadow-Type monsters is an absolute must. He also has a much stronger defense than an offense, so pack your Deck with some strong Level 5 and 6 cards. Use the defense trick again to lure those strong defenders out of the Defense Position and into an attack.

Sample Cards: Duel Express Guard

Name	Level	Type	Summon	ATK	DEF
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Boo Koo"	2	Magician	Light	650	500
"Dig Beak"	2	Beast	Forest	500	800
"Djinn the Watcher of the Wind"	3	Magician	Wind	700	900
"Droll Bird"	2	Winged Beast	Wind	600	500
"Ganigumo"	2	Insect	Forest	600	800
"Genin"	3	Magician	Dreams	600	900
"Kaminarikozou"	2	Thunder	Thunder	700	600
"Kanikabuto"	3	Aqua	Aqua	650	900
"Kiseitai"	2	Fiend	Shadow	300	800
"Korogashi"	2	Insect	Forest	550	400
"LaMoon"	5	Magician	Light	1200	1700
"Lucky Trinket"	2	Magician	Light	600	800
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Monster Egg"	3	Warrior	Earth	600	900
"Petit Angel"	3	Fairy	Light	600	900
"Saber Slasher"	5	Machine	Fiend	1450	1500
"Turtle Raccoon"	3	Aqua	Forest	700	900
"Weather Control"	2	Fairy	Light	600	400
"Wicked Mirror"	2	Fiend	Dreams	700	600

PANIK

When the lights go out, Panik becomes even more powerful.

Once the conductor is defeated, enter the train car to the left, where a mysterious stranger named Panik attacks. The train enters a tunnel as the Duel begins and the lights go out, which changes the field to Darkness. That means Fiend and Magician-Type monsters get a boost to their ATK and DEF, while Fairy-Type monsters take a hit. Panik's Deck is heavy on Fiend-Type monsters, so he benefits from the Darkness. Pack your Deck with Light, Dreams, Magician, and some powerful Fiend-Type monsters. The Light cards make it easy to take down the many Fiend-Type monsters headed your way.

Sample Cards: Panik

Name	Level	Type	Summon	ATK	DEF
"Black Pendant"	N/A	Spell	N/A	N/A	N/A
"Curtain of the Dark Ones"	2	Magician	Shadow	600	500
"Cyber-Stein"	2	Machine	Fiend	700	500
"Fiend's Hand"	2	Zombie	Fiend	600	600
"Meotoko"	2	Beast	Fiend	700	600
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Monster Eye"	1	Fiend	Fiend	250	350
"Mooyan Curry"	N/A	Spell	N/A	N/A	N/A
"Mystic Lamp"	1	Magician	Shadow	400	300
"Saber Slasher"	5	Machine	Fiend	1450	1500
"Succubus Knight"	5	Warrior	Shadow	1650	1300

Panik flees from the train into the Egypt Exhibition. Finish exploring the train and then pursue him onto the platform.

THE WEALTHY DUELIST

One of the few Duelists on the train stands out. In the last car there's a man who uses his wealth to stock up on powerful cards. If you can beat him, there's a good chance you'll earn a powerful card, but it won't be easy. He tends to use a lot of Earth and Wind cards with a few Fire cards tossed in for safety. With enough Wind, Forest, and Aqua cards, it isn't difficult to cut through his defenses. Make sure your strongest creatures aren't of the Thunder alignment, or they'll be struck down quickly. In this battle a strong defense is essential, but to really run away with the Duel you need to get a quick Tribute onto the field and bring out a more powerful monster that can withstand the assault. Don't be afraid to sacrifice a good monster if it means bringing out something stronger.

Sample Cards: Wealthy Duelist

Name	Level	Type	Summon	ATK	DEF
"Black Pendant"	N/A	Spell	N/A	N/A	N/A
"Blast Juggler"	3	Machine	Pyro	800	900
"Cyber Jar"	3	Rock	Shadow	900	900
"Leogun"	5	Beast	Earth	1750	1550
"Mikazukinoyaiba"	7	Dragon	Light	2200	2350
"Morphing Jar"	2	Rock	Earth	700	600
"Morphing Jar #2"	3	Rock	Earth	800	700
"Ocubeam"	5	Fairy	Wind	1550	1650
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Prisman"	3	Rock	Earth	800	1000
"Ryu-Kishin"	3	Fiend	Wind	1000	500
"White Magical Hat"	3	Magician	Light	1000	700

table cont.

COMMON DUELISTS

There are all kinds of Common Duelists at Domino Station and on the Duel Express. Their cards are slightly more powerful than those at Clock Tower Square, but they shouldn't be much of a problem if you've been Dueling a lot and replacing the weakest cards in your Deck. Everyone has a wide variety of cards. Just keep improving your Deck with more powerful cards and the other Duelist won't be able to keep up. Duel the commuters in the first train car before challenging Panik, and then challenge the Duelists in the back of the train before chasing Panik. Otherwise you'll miss a good opportunity to raise your Duelist Level and Deck Capacity.

Sample Cards: Domino Station Duelists

Name	Level	Type	Summon	ATK	DEF
"Air Marmot of Nefariousness"	2	Beast	Fiend	400	600
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Boo Koo"	2	Magician	Light	650	500
"Curtain of the Dark Ones"	2	Magician	Shadow	600	500
"Cyber-Stein"	2	Machine	Fiend	700	500
"Droll Bird"	2	Winged Beast	Wind	600	500
"Gale Dogra"	2	Insect	Forest	650	600
"Haniwa"	2	Rock	Earth	500	500
"Jinzo #7"	2	Machine	Fiend	500	400
"Key Mace"	1	Fairy	Light	400	300
"LaLa Li-oon"	2	Thunder	Thunder	600	600
"Little Chimera"	2	Beast	Wind	600	550
"Magician of Faith"	1	Magician	Light	300	400
"Meotoko"	2	Beast	Fiend	700	600
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Morphing Jar"	2	Rock	Earth	700	600
"Mystic Lamp"	1	Magician	Shadow	400	300
"Petit Dragon"	2	Dragon	Wind	600	700
"Phantom Dewan"	2	Magician	Shadow	700	600
"Pot the Trick"	2	Rock	Fiend	400	400
"Serpent Marauder"	2	Reptile	Aqua	700	600
"Tentacle Plant"	2	Plant	Forest	500	600
"Tomozaurus"	2	Dinosaur	Earth	500	400
"Turu-Purun"	2	Aqua	Aqua	450	500
"Weather Control"	2	Fairy	Light	600	400
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Winged Cleaver"	2	Insect	Forest	700	700
"Zarigun"	2	Aqua	Aqua	600	700

Domino City: Egypt Exhibition

Ⓐ Exit to World Map
Ⓑ Millennium Guardian

THE MILLENNIUM GUARDIAN

Panik is out of the picture, but the Millennium Guardian won't give up the Millennium item without a Duel.

Panik has taken off into the Egypt Exhibition. Follow him past the Railway Agents, but first go home to restore LP and save. Come back and chase him into the storage room in the back. Speak to the person blocking the door and he'll move.

A mysterious person in a black cloak has already sealed Panik's fate. The person is a Millennium Guardian, fated to protect the Millennium items. He'll surrender the first Millennium item, but only if the hero defeats him in a Duel.

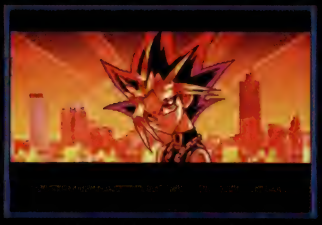
The Millennium Guardian's Deck focuses heavily on Light and Dreams cards with a handful of Shadow cards thrown in. A Deck filled with Shadow and Fiends works well in this Duel, but your strongest monsters should be of an elemental alignment (Pyro, Aqua, Wind, etc.) so they aren't easily defeated. The opponent has a good mix of attack and defense, so power-ups may be necessary to cut through his monsters.

Traps work wonders, but it's hard to have many Trap Cards so early in the game. If you find it for sale, try picking up the "Yami" Spell Card and switching the landscape to Darkness. The Millennium Guardian's horde of Light Fairies suffer from the Darkness, making them easier to eliminate.

Sample Cards: Millennium Guardian

Name	Level	Type	Summon	ATK	DEF
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Black Pendant"	N/A	Spell	N/A	N/A	N/A
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Genin"	3	Magician	Dreams	600	900
"Goddess of Whim"	3	Fairy	Light	950	700
"Hourglass of Life"	2	Fairy	Light	700	600
"LaMoon"	5	Magician	Light	1200	1700
"Lucky Trinket"	2	Magician	Light	600	800
"Muse-A"	3	Fairy	Light	850	900
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Wicked Mirror"	2	Fiend	Dreams	700	600

The first Millennium item has been recovered, but Yugi's vision is troubling.



Winning the Millennium item allows Yugi a glimpse into the future, where it appears Yugi's alter ego is responsible for destroying the city! Talk to the Millennium Guardian once more, and then travel back to Domino City to rest, save, and speak with Ishizu.

COMMON DUELISTS

Duel the lady inside the Egypt Exhibition before taking on the Millennium Guardian. She disappears after the event. Check the train platform after the battle with the Millennium Guardian to find a new Duelist wandering around. Readjust your Deck before challenging anyone new. Customizing the Deck for the Millennium Guardian may have left you with a Deck that would be ineffective against other Duelists.

The Common Duelists in this area aren't much more challenging than those on the Duel Express. Use Pyro and Earth alignments against the guy on the train platform to make the fight a lot easier.

Note

Looking for more action? Things change a lot as events occur. Revisit Domino Station and the Duel Express to find new Common Duelists. As the game progresses, revisit areas to see if you find anyone new, so your Duelist Level and Deck Capacity grow rapidly.

Sample Cards: Egypt Exhibition Duelists

Name	Level	Type	Summon	ATK	DEF
"Boo Koo"	2	Magician	Light	650	500
"Candle of Fate"	2	Fiend	Pyro	600	600
"Droll Bird"	2	Winged Beast	Wind	600	500
"Emperor of the Land and Sea"	5	Reptile	Aqua	1800	1500

table cont.

Name	Level	Type	Summon	ATK	DEF
"Frog the Jam"	2	Aqua	Aqua	700	500
"Hane-Hane"	2	Beast	Wind	450	500
"Korogashi"	2	Insect	Forest	550	400
"LaLa Li-oon"	2	Thunder	Thunder	600	600
"Lightning Conger"	3	Thunder	Thunder	350	750
"Meteor Dragon"	6	Dragon	Earth	1800	2000
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Morphing Jar"	2	Rock	Earth	700	600
"Mystic Lamp"	1	Magician	Shadow	400	300
"Petit Dragon"	2	Dragon	Wind	600	700
"Serpent Marauder"	2	Reptile	Aqua	700	600
"Trent"	5	Plant	Forest	1500	1800
"White Dolphin"	2	Fish	Aqua	500	400

Domino City: Clock Tower Square

- A Hero's Home
- B Ishizu
- C Kaiba Corporation
- D Mokuba
- E Grandpa's Gaming Shop
- F Duke and Tristan
- G KC-1000 Duel Machine

THE PUPPETEER OF DEATH

Beware of the Puppeteer of Death.

Upon returning to Domino City, return home to save and restore your LP. Speak with Ishizu about the Millennium Necklace. This Millennium item doesn't have enough power by itself to restore the god cards. But just before finding out where the next Millennium item is, Ishizu senses a presence nearby. Enter the Puppeteer of Death.

This fiendish fellow intends to stop you from meddling with Master Chevalsky's plans by defeating you in a Duel! This Duel takes place in Darkness, so be prepared to combat the seedy side of Dueling monsters. Fiends and Shadows make up the bulk of the Puppeteer of Death's Deck. Light cards are a must for your Deck. Throw in some Fiends and Dreams to take advantage of his alignments. Remember that Fairies suffer in the Darkness, but Magicians and Fiends receive a boost.

Try to limit the number of cards the Puppeteer can play. Don't let him make Tributes to bring out stronger cards unless you've got strong cards to counter their attacks. With a good assortment of Light and Dreams in your Deck, you shouldn't find him too challenging.

Sample Cards: Puppeteer of Death

Name	Level	Type	Summon	ATK	DEF
"Ansatsu"	5	Warrior	Shadow	1700	1200
"Blue-Eyed Silver Zombie"	3	Zombie	Fiend	900	700
"Doll of Demise"	5	Fiend	Forest	1600	1700
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Gate Deeg"	3	Beast	Fiend	700	800
"Giant Mech-Soldier"	6	Machine	Fiend	1750	1900
"Megirus Light"	3	Fiend	Shadow	900	600
"Needle Ball"	2	Fiend	Fiend	750	700
"Phantom Dewan"	2	Magician	Shadow	700	600
"Two-Mouth Darkruler"	3	Dinosaur	Fiend	900	700
"Vishwar Randi"	3	Warrior	Shadow	900	700
"Wicked Dragon with the Ersatz Head"	3	Dragon	Fiend	900	900

The Puppeteer of Death leaves a message behind.

The Puppeteer of Death is a poor loser. But before he leaves, he tosses Yugi a video card. Play the video and Pegasus appears! Pegasus is behind the resurrection of Reshef the Dark Being. Ishizu suggests you continue the search for the next Millennium item at Domino Pier. The item should be aboard the cruise ship.

NAMED DUELISTS

Rebecca is gone, but the other Named Duelists remain. By now you have plenty of Dominoes with which to buy cards, and you can begin refining your Deck a bit. Why not try it out against Mokuba near the Kaiba Building?

Mokuba

Mokuba is ready to accept your challenge.

Find Mokuba in front of the Kaiba Building where Rebecca once stood. He has some powerful cards in his Deck, most notably the "Krokodilus," which can be very difficult to eliminate once it's in play. The best strategy is to get a decent defense in place immediately, and then use those defenders as Tributes to bring in higher-level monsters. If you quickly get out a couple of powerful cards it will be difficult for Mokuba to get past them.

He has a lot of Fiends, Shadows, Light, and Dreams in his Deck, so your strongest monsters should be of the elemental alignments. Pack a few Thunder monsters to get rid of those "Krokodilus" cards as they appear. Mokuba is unlike most Named Duelists in that he can only be battled once.

Sample Cards: Mokuba

Name	Level	Type	Summon	ATK	DEF
"Bat"	1	Machine	Fiend	300	350
"Blue-Eyed Silver Zombie"	3	Zombie	Fiend	900	700
"Jinzo #7"	2	Machine	Fiend	500	400
"Krokodilus"	4	Reptile	Aqua	1100	1200
"Man-Eating Plant"	2	Plant	Shadow	800	600
"Mechanical Spider"	2	Machine	Forest	400	500
"Mooyan Curry"	N/A	Spell	N/A	N/A	N/A
"Mystic Lamp"	1	Magician	Shadow	400	300
"Skelengel"	2	Fairy	Light	900	400

DOMINO CITY: DOMINO PIER

A Takeshi
B Mai and Magnum
C Millennium Guardian

MAI AND MAGNUM

Magnum is set on making Mai his bride.

Once onboard ship, you witness Mai's suitor, Magnum, trying his best to woo his beloved. He loses the Duel to Mai; he is brokenhearted but remains undaunted. Talk to Mai and agree to Duel Magnum. Lose the Duel and Magnum believes he gets to marry Mai. Don't lose this Duel.

Magnum uses a Magician-themed Deck. Nearly every monster is some sort of Magician, so if you're planning on using Darkness, think again. Not many cards have a negative effect on Magicians other than the "Last Day of the Witch" Spell Card, which wipes out all Magicians in play. The Magician theme means lots of Shadow, Light, and Dreams cards, so have some Fiend, Shadow, and Dreams in your own Deck. Make sure your strongest monsters are of elemental alignments.

Once Magnum has been defeated, speak to Mai Valentine again. Mai mentions a mysterious cargo in the ship's hold, which has been inaccessible, but the couple below her will move, allowing access to the area.

Sample Cards: Magnum

Name	Level	Type	Summon	ATK	DEF
"Armed Ninja"	1	Warrior	Aqua	300	300
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Boo Koo"	2	Magician	Light	650	500
"Curtain of the Dark Ones"	2	Magician	Shadow	600	500
"Djinn the Watcher of the Wind"	3	Magician	Wind	700	900
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Genin"	3	Magician	Dreams	600	900
"Legendary Sword"	N/A	Spell	N/A	N/A	N/A
"Lucky Trinket"	2	Magician	Light	600	800
"Monster Egg"	3	Warrior	Earth	600	900
"Mystic Lamp"	1	Magician	Shadow	400	300
"Phantom Dewan"	2	Magician	Shadow	700	600
"Sword of Dark Destruction"	N/A	Spell	N/A	N/A	N/A

MILLENNIUM GUARDIAN

The Millennium Guardian holds the second Millennium Item.

The Millennium Guardian waits in the ship's hold. After defeating Magnum, go downstairs, right of Mai, to confront the Millennium Guardian and win the next Millennium Item.

Don't let this guardian get too many cards out. He's fast at switching out lower-level cards as Tributes for some real heavyweights that can quickly end this Duel. The secret to defeating this guardian is wiping out his creatures as soon as they're put into play. Play non-Fiend cards to avoid having every creature destroyed by the "Exile of the Wicked." If you must play Fiend cards to swap out as Tributes, keep them at a minimum.

After defeating the Millennium Guardian, you receive the Millennium Key. Shadi appears as a memory of a Millennium Item. Return to the plaza in Clock Tower Square and speak with Ishizu.

Sample Cards: Millennium Guardian

Name	Level	Type	Summon	ATK	DEF
"Beast of Talwar"	7	Fiend	Fiend	2400	2150
"Boo Koo"	2	Magician	Light	650	500
"Candle of Fate"	2	Fiend	Pyro	600	600
"Claw Reacher"	3	Fiend	Shadow	1000	800
"Djinn the Watcher of the Wind"	3	Magician	Wind	700	900
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Exile of the Wicked"	N/A	Spell	N/A	N/A	N/A
"Flame Manipulator"	3	Magician	Pyro	900	1000
"Genin"	3	Magician	Dreams	600	900
"Giant Germ"	2	Fiend	Shadow	1000	100
"Hiro's Shadow Scout"	2	Fiend	Fiend	650	500

table cont.

Name	Level	Type	Summon	ATK	DEF
"Last Day of Witch"	N/A	Spell	N/A	N/A	N/A
"Morinphen"	5	Fiend	Fiend	1550	1300
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Needle Ball"	2	Fiend	Fiend	750	700
"Restructer Revolution"	N/A	Spell	N/A	N/A	N/A
"Spirit of the Mountain"	5	Magician	Earth	1300	1800
"White Magical Hat"	3	Magician	Light	1000	700

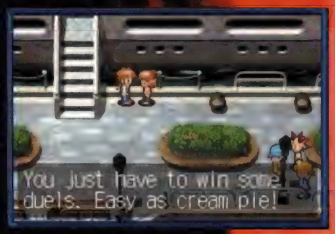
TRISTAN AND DUKE

Tristan and Duke are both trying to win Serenity's heart and Joey isn't happy about it.

There's a special side event to follow once Magnum has been defeated. Return to Grandpa's Gaming Shop to find Duke and Tristan fighting over Serenity. Before long, they leave for Domino Pier in search of Mai. Check in on them at the boat and they leave to partake in a quest. Their next stop is the Kaiba Building in Domino City. There they beg Mokuba to allow them access to the Dueling Machine. For the moment, Tristan, Duke, and the Dueling Machine are unavailable for Duels.

NAMED DUELISTS

Takeshi



Takeshi is trying to impress his girlfriend, but he's all talk.

Find Takeshi outside the ship at Domino Pier. He talks big, but his Deck isn't very powerful. Should he activate "Witch's Apprentice," the Light Monster Cards become weaker and the Dark Monster Cards become stronger. Have a nice supply of Fiend and other evil cards in your Deck to combat this maneuver. The rest of the Duel shouldn't cause you any problems.

Sample Cards: Takeshi

Name	Level	Type	Summon	ATK	DEF
"Bewitching Phantom Thief, The"	2	Magician	Dreams	700	700
"Cyber-Stein"	2	Machine	Fiend	700	500
"Droll Bird"	2	Winged Beast	Wind	600	500
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Fiend's Hand"	2	Zombie	Fiend	600	600
"Fire Reaper"	2	Zombie	Pyro	700	500
"Firegrass"	2	Plant	Pyro	700	600
"Gale Dogra"	2	Insect	Forest	650	600
"Haniwa"	2	Rock	Earth	500	500
"Hourglass of Life"	2	Fairy	Light	700	600
"Inexperienced Spy, The"	N/A	Spell	N/A	N/A	N/A
"LaLa Li-oon"	2	Thunder	Thunder	600	600
"Man-Eater Bug"	2	Insect	Forest	450	600
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Petit Dragon"	2	Dragon	Wind	600	700
"Phantom Dewan"	2	Magician	Shadow	700	600
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Serpent Marauder"	2	Reptile	Aqua	700	600
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Winged Cleaver"	2	Insect	Forest	700	700
"Wings of Wicked Flame"	2	Pyro	Pyro	700	600
"Witch's Apprentice"	2	Magician	Shadow	550	500
"Zarigun"	2	Aqua	Aqua	600	700

Mai

Mai's "Harpie Lady" cards are tough, but not invincible.

Once Magnum has been defeated, you can challenge Mai. She has a very good Deck, which focuses on her "Harpie Lady" and other Wind cards with a good mixture of Fire and Forest thrown in for support. Most of her cards are high powered straight out of her hand and she's very quick to play combos, which bring out some monsters with devastating potential. Mai is extremely challenging unless you've spent some time collecting cards and raising your Deck Capacity and Duelist Level.

To beat her, construct a Deck of Forest cards with some Pyro and Aqua for backup. The strongest cards in your Deck should be Aqua, Thunder, or a non-elemental alignment. Use whatever power-ups you have, such as an "Hourglass of Life," to ensure that single cards can resist her power.

It takes a little luck to defeat her while your Duelist Level is still low. With the Forest cards, you can destroy her most lethal monsters, and the other support cards should help with the rest of her Deck. Use weak cards in a Defense Position and hold her off long enough to get out your more powerful monsters. Then it should be easy to cut her down quickly.

Sample Cards: Mai Valentine

Name	Level	Type	Summon	ATK	DEF
"Amazon Archers"	N/A	Trap	N/A	N/A	N/A
"Cyber Shield"	N/A	Spell	N/A	N/A	N/A
"Dragoness the Wicked Knight"	3	Warrior	Wind	1200	900
"Droll Bird"	2	Winged Beast	Wind	600	500
"Electro-Whip"	N/A	Spell	N/A	N/A	N/A
"Follow Wind"	N/A	Spell	N/A	N/A	N/A
"Harpie's Pet Dragon"	7	Dragon	Wind	2000	2500
"Harpie Lady"	4	Winged Beast	Wind	1300	1400
"Harpie Lady Sisters"	6	Winged Beast	Wind	1950	2100
"Kurama"	3	Winged Beast	Wind	800	800
"Lisark"	4	Beast	Wind	1300	1300
"Mavelus"	4	Winged Beast	Pyro	1300	900
"Niwatori"	3	Winged Beast	Forest	900	800
"Peacock"	5	Winged Beast	Forest	1700	1500
"Princess of Tsurugi"	3	Warrior	Wind	900	700
"Ray & Temperature"	3	Fairy	Wind	1000	1000

Female Duelist

Encounter this lady on the boat at Domino Pier. She isn't very experienced, so her Deck isn't too powerful, though she does have a few good cards. All you need is a Deck built around the strongest Level 4 or lower cards available and she'll fall easily.

Sample Cards: Female Duelist

Name	Level	Type	Summon	ATK	DEF
"Candle of Fate"	2	Fiend	Pyro	600	600
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Happy Lover"	2	Fairy	Light	800	500
"Hiro's Shadow Scout"	2	Fiend	Fiend	650	500
"Malevolent Nuzzler"	N/A	Spell	N/A	N/A	N/A
"Needle Ball"	2	Fiend	Fiend	750	700
"Shadow Who Controls the Dark, The"	3	Fiend	Shadow	800	700
"Weather Control"	2	Fairy	Light	600	400
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Winged Trumpeter"	N/A	Spell	N/A	N/A	N/A

Domino City: Clock Tower Square

The Millennium Items restore "Slifer the Sky Dragon." Add this powerful card to your Deck.

Now that two Millennium Items are recovered, "Slifer the Sky Dragon" has regained its power. God cards choose their bearers. Ishizu gives Yugi the "Slifer the Sky Dragon" card, but

Yugi can't use it, so he gives it to the hero. This is a very powerful new monster, so add it to your Deck immediately. It has a cost of 0 despite its power, so anyone can use it.

You have the first god card, but you still need to find two others. It's now clear that it takes two Millennium Items to resurrect each god card. The next Millennium Item is in the catacombs of Italy. Return to the World Map, and Italy is now available.

Tip

Spend some time leveling up and winning more high-level cards. The Duels get tougher from here on out and you won't get far without the right equipment.

Italy

A Bonz

B Millennium Guardian

Listen to the conversation of the white-haired couple to learn that the catacombs were a community cemetery long ago. Head east and talk to the scary person in front of the cell—Bonz. He's your guide through the catacombs. There's no time for sight-seeing, but Bonz seems to remember seeing an item similar to the one you're seeking. He won't say where until defeated in a Duel. The Neo Ghoul Deck that Bonz uses is strong, but you can handle it.

Bonz's Deck is Zombie themed, meaning it has many Fiends and a few other Monster Types. Put plenty of cards with Light alignments into your Deck. Pick up a couple of "Eternal Rest" Spell Cards if they're available at the Gaming Shop. His Deck isn't very powerful. He can power up his Zombies, so a weak monster can suddenly become a serious threat, but a simple defense of Light monsters is normally enough to cut him down quickly.

Sample Cards: Bonz

Name	Level	Type	Summon	ATK	DEF
"Blue-Eyed Silver Zombie"	3	Zombie	Fiend	900	700
"Clown Zombie"	2	Zombie	Fiend	1350	0
"Dragon Zombie"	3	Zombie	Fiend	1600	0
"Fire Reaper"	2	Zombie	Pyro	700	500
"Gravedigger Ghoul"	N/A	Spell	N/A	N/A	N/A
"Needle Ball"	2	Fiend	Fiend	750	700
"Phantom Ghost"	2	Zombie	Fiend	600	800
"Shadow Who Controls the Dark, The"	3	Fiend	Shadow	800	700
"Sparks"	N/A	Spell	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Violet Crystal"	N/A	Spell	N/A	N/A	N/A
"Wasteland"	N/A	Spell	N/A	N/A	N/A
"Wicked Mirror"	2	Fiend	Dreams	700	600
"Wood Remains"	3	Zombie	Forest	1000	900

THE NEO GHOULS

Bandit Keith has taken over the Ghouls. From now on they'll be known as the Neo Ghouls!

After you defeat Bonz, the catacombs suddenly become crowded with old friends including Bandit Keith! Ask Keith for introductions to learn he has taken over the Ghouls after Marik's fall. The Ghouls have been reborn as the Neo Ghouls. Before leaving, Keith mentions that the item you seek can't be found in the catacombs. We'll see about that.

THE MILLENNIUM GUARDIAN

Bonz leads the party to the next Millennium Guardian.

Talk to Bonz again to learn of a hidden chamber in the back of the catacombs. Follow Bonz to the room to the east. Go into the room Bonz moves away from to encounter another Millennium Guardian!

The Millennium Guardian uses a wide variety of cards, but he focuses on bringing out powerful cards very quickly by using cards such as "Toad Master." Defeat him by setting up a strong defense right away. Earth cards work very well, and cards such as "Mountain Warrior" have just enough defensive strength to survive his assault. Get a few cards out and then bring in the big guns, and he'll succumb quickly.

Upon defeating the Millennium Guardian, you receive the Millennium Ring, and the image of Bakura appears. Bakura senses a storm brewing over the god cards. Return to Clock Tower Square and speak to Ishizu.

Sample Cards: Millennium Guardian

Name	Level	Type	Summon	ATK	DEF
"Dissolverock"	3	Rock	Pyro	900	100
"Electric Lizard"	3	Thunder	Thunder	850	800
"Electric Snake"	3	Thunder	Thunder	800	900
"Frog the Jam"	2	Aqua	Aqua	700	500
"Goddess of Whim"	3	Fairy	Light	950	700
"Muse-A"	3	Fairy	Light	850	900
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Nightmare Scorpion"	3	Insect	Earth	900	800
"Princess of Tsurugi"	3	Warrior	Wind	900	700
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Succubus Knight"	5	Warrior	Shadow	1650	1300
"Toad Master"	3	Aqua	Aqua	1000	1000
"Wicked Dragon with the Ersatz Head"	3	Dragon	Fiend	900	900

Domino City: Clock Tower Square

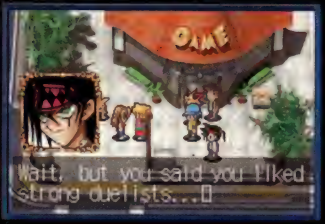
Ishizu

Ishizu points to China for the next Millennium Item.

The news that Bandit Keith is also looking for the Millennium Items troubles Ishizu. Reshef preys on the weakness of other Duelists, and Keith may be compromised by Reshef and lured into Darkness. The search must continue quickly! Four Millennium Items remain to be found. Ishizu senses the next Millennium Item can be found at the Great Wall in China.

Serenity, Tristan, and Duke

The quest for Serenity's heart continues.



Swing by Grandpa's Gaming Shop. Tristan and Duke have returned from their training and Serenity finally admits whom she likes. Unfortunately, the training doesn't seem to have helped their Dueling skills.

China

- **A** Para
- **B** Dox
- **C** Millennium Guardian

Para and Dox

That's no old man. It's Para in disguise!

The noodle-making man at the Great Wall is too busy to Duel, so climb the steps onto the Great Wall and speak to the man on the bridge. He seems to know nothing about Dueling, so return to the noodle-making man. Follow Joey's lead and once more, challenge the noodle-making man to a Duel. It's Para! Time to Duel.

Para starts the Duel on a Dark background, so Fiends and Magicians are strengthened while Fairies suffer. Para's Deck is composed mainly of Earth, Forest, and Thunder monsters with a good deal of power. Build your Deck carefully out of Earth, Pyro, and Wind cards with a focus on Fiends and Magicians. Load up a few Traps and Spells to defend against his strong attacks. It can be difficult to get a couple of Tributes into play, but by taking advantage of alignments something should eventually give. Once a powerful card is out on the board, Para has a hard time eliminating it as long as he's restricted to bringing out one creature at a time.

Sample Cards: Para

Name	Level	Type	Summon	ATK	DEF
"Alinsection"	3	Insect	Forest	950	700
"Barrel Lily"	3	Plant	Forest	1100	600
"Bolt Penguin"	3	Thunder	Thunder	1100	800
"Electric Snake"	3	Thunder	Thunder	800	900
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Jirai Gumo"	4	Insect	Forest	2200	100
"Karate Man"	3	Warrior	Earth	1000	1000

Name	Level	Type	Summon	ATK	DEF
"Monster Tamer"	5	Warrior	Forest	1800	1600
"Nightmare Scorpion"	3	Insect	Earth	900	800
"Prisman"	3	Rock	Earth	800	1000
"Sanga of the Thunder"	7	Thunder	Thunder	2600	2200
"Suijin"	7	Aqua	Aqua	2500	2400
"Wall Shadow"	7	Warrior	Fiend	1600	3000

The battle isn't over yet. Get ready for the combined power of Para and Dox.

Once Para has been defeated, he summons his brother, Dox, from the wall for a tag Duel. These guys just don't play fair! However, before things get moving, Seto Kaiba and Mokuba arrive. Seto humbly offers his assistance in this tag Duel. Choose which brother you'll Duel. If you've already customized your Deck to match Para's it's easier to stick with him. If you're looking for a challenge, try Dox.

Dox's strength equals his brother's, but he uses a slightly different mix of cards. His Deck holds a lot of Wind, Aqua, Pyro, and Thunder cards. There isn't much you can do to prepare for this battle, because it occurs automatically after the battle with Para. Just try to get out some defenders and quickly switch them out for higher-level cards. Ideally the higher-level monsters would be non-elemental alignments.

Once the Para Dox duo is defeated, enjoy Seto's rather flamboyant finish to his Duel. In his typical self-congratulatory fashion, Seto takes all the credit for winning the tag Duel. After his long-winded speech, head back to Clock Tower Square to rest and save at home.

Sample Cards: Dox

Name	Level	Type	Summon	ATK	DEF
"Aqua Snake"	3	Aqua	Aqua	1050	900
"Charubin the Fire Knight"	3	Pyro	Pyro	1100	800
"Dragoness the Wicked Knight"	3	Warrior	Wind	1200	900
"Jirai Gumo"	4	Insect	Forest	2200	100
"Kazejin"	7	Magician	Wind	2400	2200
"Monster Tamer"	5	Warrior	Forest	1800	1600
"Princess of Tsurugi"	3	Warrior	Wind	900	700
"Root Water"	3	Fish	Aqua	900	800
"Sanga of the Thunder"	7	Thunder	Thunder	2600	2200

THE MILLENNIUM GUARDIAN

The stoic Millennium Guardian waits inside the wall.

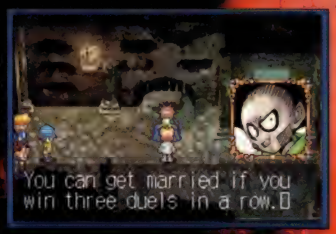
Travel back to China once you've rested. Head east and into the wall to meet the next challenger—a Millennium Guardian. This guy uses a varied Deck of powerful cards. There are the typical Light, Dreams, and Fiend cards, but several elemental alignments as well. Start with some Light and Shadow cards to eliminate his initial assault, because the Fiend and Light cards seem to be more abundant in his Deck. Quickly get out something that provides a solid defense. Earth cards work very well, especially when given a boost by Spells or effects from other monsters. Act quickly and you shouldn't have trouble getting a high-level creature onto the field.

Defeating this Millennium Guardian nets you another Millennium Item, plus a cool 1000 Dominoes. The memory of Pegasus emerges when the Millennium Eye is recovered. But is it Pegasus or Sol Chevalsky? Actually, it's both. Pegasus has been reborn as the troublesome Sol Chevalsky!

Sample Cards: Millennium Guardian

Name	Level	Type	Summon	ATK	DEF
"Alinsection"	3	Insect	Forest	950	700
"Bear Trap"	N/A	N/A	N/A	N/A	N/A
"Electric Snake"	3	Thunder	Thunder	800	900
"Flame Manipulator"	3	Magician	Pyro	900	1000
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Holograh"	3	Machine	Light	1100	700
"Karate Man"	3	Warrior	Earth	1000	1000
"Kurama"	3	Winged Beast	Wind	800	800
"Minar"	3	Insect	Fiend	850	750
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Nimble Momonga"	2	Beast	Forest	1000	100
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Solitude"	3	Beast-Warrior	Fiend	1050	1000
"Steel Fan Fighter"	6	Warrior	Wind	2200	1850

REVISIT ITALY



Bonz has Magnum convinced he can marry Mai, but only after winning three Duels in a row.

Head back to the catacombs in Italy for a moment. Magnum and Bonz are together in the lower portion of the crypt. Watch as Bonz predicts the future for Magnum and Mai. Bonz tells Magnum that if he can win three Duels in a row, he'll get to marry Mai. There are three people in your party, so prepare to be challenged.

Magnum's Deck isn't extremely powerful, but he tends to bring out the "Hungry Burger" very quickly, sometimes as early as the second turn.

Get something out quickly with enough attack power to immediately strike down whatever he brings to the field. Rob him of the opportunity to bring out his Divine card by destroying every potential Tribute. It takes only a single Tribute to bring out the "Hungry Burger." Keep the "Hungry Burger" in check, and the rest of the battle is easier than those you've just faced.

Defeat Magnum, and Bonz uses his odd powers to tell you all sorts of things about yourself. Have fun with it.

Sample Cards: Magnum

Name	Level	Type	Summon	ATK	DEF
"Arlownay"	3	Plant	Forest	800	1000
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Goddess of Whim"	3	Fairy	Light	950	700
"Hungry Burger"	6	Warrior	Divine	2200	1850
"Karate Man"	3	Warrior	Earth	1000	1000
"Muse-A	3	Fairy	Light	850	900
"Princess of Tsurugi"	3	Warrior	Wind	900	700

Domino City: Clock Tower Square

It's time to take a break from the quest and see a show.

Return to Clock Tower Square with the Millennium Eye and speak to Ishizu. Now that you have the Millennium Ring and Millennium Eye, Ishizu can resurrect another god card—"Obelisk the Tormentor." Unfortunately, the god card has decided *not* to choose you. Instead, it chooses Seto! You must wait until the time is right to regain control of this god card.

When Tristan appears, he tells the group that Serenity wants to see the Kaibaman show. Ishizu agrees that a little rest and relaxation may do the whole group a world of good, so head to the Kaiba building in the southeast corner of Clock Tower Square.

Serenity is part of the show, but is it a show or for real? She's attacked by a "Deepsea Warrior, the Nightmare Penguin," the "Judge Man," the "Robotic Knight," and "Jinzo"—the Big Bad Guy Five! Joey enlists your help in rescuing Serenity by having you Duel the Big Bad Guy Five.

"Jinzo's" Deck is powerful and packed with Fiends and Shadow Monster Cards. However, he has enough elemental alignments that there's no serious weak point in his strategy. Load quite a few Light and Dream cards into your Deck to fight off his monsters, but pack some powerful Earth monsters as well. "Jinzo" likes to play the "Jinzo" card as quickly as possible. Because it's a Thunder card, any Earth card, no matter how weak, can eliminate it. Get a few good Earth cards with a strong defense onto the field and boost them up. Then hold "Jinzo" off while bringing out a strong creature of your own. Fire and Earth seem to be the best alignments for your strongest monsters.

Once defeated, the group turns a little surly and summons a monster! But not just any monster...they summon an F.G.D.! Luckily, Kaibaman comes to the rescue! Enjoy the rest of the show, then speak to Ishizu.

The one god card left is the "Winged Dragon of Ra." Find the next Millennium Item at an excavation site in Canada.

Sample Cards: "Jinzo"

Name	Level	Type	Summon	ATK	DEF
"Blast Juggler"	3	Machine	Pyro	800	900
"Cyber Jar"	3	Rock	Shadow	900	900
"Electric Snake"	3	Thunder	Thunder	800	900
"Heavy Storm"	N/A	Spell	N/A	N/A	N/A
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Hiro's Shadow Scout"	2	Fiend	Fiend	650	500
"Injection Fairy Lily"	3	Magician	Earth	400	1500
"Jinzo"	6	Machine	Thunder	2400	1500
"Mooyan Curry"	N/A	Spell	N/A	N/A	N/A
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Patrol Robo"	3	Machine	Fiend	1100	900
"Prisman"	3	Rock	Earth	800	1000
"Sparks"	N/A	Spell	N/A	N/A	N/A
"Turtle Raccoon"	3	Aqua	Forest	700	900
"White Magical Hat"	3	Magician	Light	1000	700

Canada

A Rex Raptor
B Millennium Guardian

REX RAPTOR

Rex Raptor waits inside the caves.

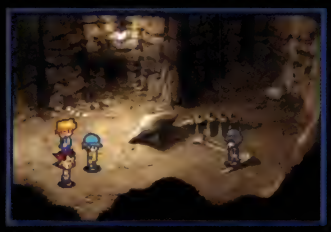
Enter the cave and witness a small earthquake that rattles the group's back fillings. Talk to Rex Raptor after the dust settles. He'll give you information on the Millennium Item you seek, but only if you defeat him in a Duel.

The battle takes place on a Mountain background, which boost Dragons, Winged Beasts, and Thunder monsters. Rex Raptor's Deck takes advantage of all of these. Rex uses a lot of Dragons, which means a lot of Earth and Wind alignments, so fill your Deck with Wind and Forest cards. Fire and Light are good alignments for the strongest cards in your Deck. Consider purchasing a "Dragon Capture Jar" from Grandpa. It can cripple Rex's Deck if it's brought into play.

Sample Cards: Rex Raptor

Name	Level	Type	Summon	ATK	DEF
"Fairy Dragon"	4	Dragon	Light	1100	1200
"Lesser Dragon"	4	Dragon	Fiend	1200	1000
"Little D."	3	Dinosaur	Earth	1100	700
"Megazowler"	6	Dinosaur	Earth	1800	2000
"One-Eyed Shield Dragon"	3	Dragon	Wind	700	1300
"Raise Body Heat"	N/A	Spell	N/A	N/A	N/A
"Stone D."	7	Rock	Earth	2000	2300
"Sword Arm of Dragon"	6	Dinosaur	Earth	1750	2030
"Trakadon"	3	Dinosaur	Earth	1300	800
"Two-Headed King Rex"	4	Dinosaur	Earth	1600	1200
"Two-Mouth Darkruler"	3	Dinosaur	Fiend	900	700

THE MILLENNIUM GUARDIAN



The next Millennium Guardian waits deep inside the mountain.

After you defeat Rex, he moves aside, clearing the path into the cave below. Go home to save and rest before heading into the cave and facing the next Millennium Guardian.

These Millennium Guardians should be no problem. This guy is like all the rest, with a few new cards thrown into the mix. Set up a defense and bring out a higher-level card as soon as possible. Earth works well for the strongest cards in your Deck. Also put in plenty of Traps and Spells if they're available.

By now your Deck should start to have a theme and have plenty of cards that boost your monster's stats and negatively affect the enemy. If not, consider doing more Dueling on the side.

Once you defeat the Millennium Guardian, you receive the Millennium Rod and another vision, this time of Marik. Take the Millennium Rod to Ishizu in Clock Tower Square. There are still two Millennium Items to acquire to restore the god cards, and Reshef the Dark Being is growing stronger by the minute. The next Millennium Item is in the Galapagos Islands. Ishizu opens the World Map so you can travel there and continue your quest.

Sample Cards: Millennium Guardian

Name	Level	Type	Summon	ATK	DEF
"Aqua Snake"	3	Aqua	Aqua	1050	900
"Electric Snake"	3	Thunder	Thunder	800	900
"Muse-A"	3	Fairy	Light	850	900
"Mystical Sheep #1	3	Beast	Dreams	1150	900
"Nekogal #1"	3	Beast	Forest	1100	900
"Sparks"	N/A	Spell	N/A	N/A	N/A
"Wetha"	3	Aqua	Aqua	1000	900
"Zombie Warrior"	3	Zombie	Fiend	1200	900

COMMON DUELISTS

Some of the excavation crewmembers are more than happy to Duel.

Put "Leogun" in your Deck to help combat the strength of the excavation crew's cards. These Decks are seriously strong, and you need some strength of your own to hold off the attacks. Add Wind cards to your Deck and play in a defensive mode to help defeat your opponents' rock hard cards. Include power-ups in your Deck to increase your cards' ATK. Every Duel in this area is on the Mountain background, so put plenty of Dragons, Winged Beasts, and Thunder monsters in your Deck to take advantage of it.

Sample Cards: Canada Common Duelists

Name	Level	Type	Summon	ATK	DEF
"Barrel Rock"	4	Rock	Earth	1000	1300
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Cyber Jar"	3	Rock	Shadow	900	900
"Dissolverock"	3	Rock	Pyro	900	1000
"Djinn the Watcher of the Wind"	3	Magician	Wind	700	900
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Electric Lizard"	3	Thunder	Thunder	850	800
"Gravedigger Ghoul"	N/A	Spell	N/A	N/A	N/A
"Haniwa"	2	Rock	Earth	500	500

Name	Level	Type	Summon	ATK	DEF
"Invigoration"	N/A	Spell	N/A	N/A	N/A
"LaLa Li-oon"	2	Thunder	Thunder	600	600
"Mega Thunderball"	2	Thunder	Thunder	750	600
"Millennium Golem"	6	Rock	Earth	2000	2200
"Morphing Jar"	2	Rock	Earth	700	600
"Mountain Warrior"	3	Beast-Warrior	Earth	600	1000
"Muka Muka"	2	Rock	Earth	600	300
"Mystical Sand"	6	Rock	Shadow	2100	1700
"Nightmare Scorpion"	3	Insect	Earth	900	800
"Ocubeam"	5	Fairy	Wind	1550	1650
"Petit Dragon"	2	Dragon	Wind	600	700
"Prisman"	3	Rock	Earth	800	1000
"Ray & Temperature"	3	Fairy	Wind	1000	1000
"Rock Ogre #1"	3	Rock	Earth	800	1200
"Rock Ogre Grotto #1"	3	Rock	Earth	800	1200
"Rock Ogre Grotto #2"	3	Rock	Earth	700	1400
"Stone Ogre Grotto"	5	Rock	Earth	1600	1500

Galapagos Islands

A Mako
B Weevil
C Mimic of Doom

The Mimic of Doom is waiting for the party deep within the islands.

When you reach the islands, speak to Mako, standing on the beach. Mako knows there is trouble but is unsure of the cause. When you tell him about Reshef the Dark Being, he suggests you travel farther up the beach.

Enter the temple to find Yami, who has taken the Millennium Item. Don't give Yami the Millennium Items. Before long your suspicions are confirmed. This isn't really Yami. It's the Mimic of Doom! The Dueling field is in Darkness.

The Mimic of Doom is tough. Expect the average attack to be around 1200, so power is a must. Get some "Bear Traps" in the Deck immediately. They help hold off the enemy long enough for you to get a strong creature into play. The Mimic likes to use Dream alignments, so pack quite a few Fiends into the Deck and find cards that can quickly power them up. Also consider changing the background to weaken his cards.

Once the Mimic has been defeated, you collect the Millennium Scales—that's six Millennium Items. The image of Shadi appears and tells of the danger Pegasus is in. Pegasus was tricked by Reshef into the Dark. Return to Clock Tower Square and speak to Ishizu.

Sample Cards: Mimic of Doom

Name	Level	Type	Summon	ATK	DEF
"Big Eye"	4	Fiend	Dreams	1200	1000
"Dream Clown"	3	Warrior	Dreams	1200	900
"Final Destiny"	N/A	Spell	N/A	N/A	N/A
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Genin"	3	Magician	Dreams	600	900
"Giant Germ"	2	Fiend	Shadow	1000	100
"Invader from Another Dimension"	4	Fiend	Dreams	950	1400
"Kappa Avenger"	3	Aqua	Aqua	1200	900
"Mechaleon"	2	Reptile	Aqua	800	600
"Mooyan Curry"	N/A	Spell	N/A	N/A	N/A
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Snakeyashi"	4	Plant	Forest	1000	1200
"Soul Hunter"	6	Fiend	Fiend	2200	1800
"Three-Legged Zombies"	3	Zombie	Fiend	1100	800
"Togex"	5	Beast	Earth	1600	1800

NAMED DUELISTS

Mako

Mako's Aqua cards make him a tough customer in this aquatic environment.

Find Mako on the beach as soon as you enter this area. The battle takes place on a Sea background and Mako's Deck is loaded with Aqua creatures and Sea Dragons that take advantage of the field. Defeating him is difficult, but far from impossible. Load your Deck with Thunder monsters and absolutely avoid Pyro cards. Include one or two cards that can change the background to anything but Sea. His Deck is strong enough without the boost the Sea provides.

The biggest trick to Dueling Mako is dealing with his "Beastking of the Swamp" cards. They allow him to drown all of the monsters in play without ever fighting. As soon as you have

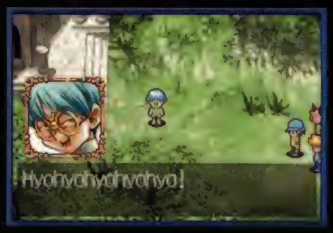
a decent force, he wipes them all out in one shot. This is devastating. Counter it by playing only as many monsters as absolutely necessary. Always keep at least one or two in your hand to get back in the fight quickly.

Sample Cards: Mako Tsunami

Name	Level	Type	Summon	ATK	DEF
"Amphibian Beast"	6	Fish	Aqua	2400	2000
"Beastking of the Swamps"	4	Aqua	Earth	1000	1100
"Fiend Kraken"	4	Aqua	Aqua	1200	1400
"Flying Fish"	4	Fish	Wind	800	500
"Fortress Whale"	7	Fish	Divine	2350	2150
"Furious Sea King, The"	3	Aqua	Aqua	800	700
"Ice Water"	3	Aqua	Aqua	1150	900
"Jellyfish"	4	Aqua	Aqua	1200	1500
"Melting Red Shadow, The"	2	Aqua	Fiend	500	700
"Power of Kaishin"	N/A	Spell	N/A	N/A	N/A
"Root Water"	3	Fish	Aqua	900	800
"Sea Kamen"	4	Aqua	Aqua	1100	1300
"Torrential Tribute"	N/A	Trap	N/A	N/A	N/A
"Twin Long Rods #1"	3	Aqua	Fiend	900	700

WEEVIL

Weevil's bugs are a powerful force.



Weevil uses a Deck full of Insects. The Duel takes place on a Forest background, so he won't go easily. Most of his Insects aren't too powerful, but he powers them up quickly. Use Pyro and Light cards to combat his bugs. Look for an "Eradicating Aerosol" card at Grandpa's Gaming Shop. It's worth the purchase just for this battle. Either take advantage of the Forest background by loading up on Insects, Beasts, Beast-Warriors, and Plants, or change the background quickly to negate Weevil's advantage.

Sample Cards: Weevil

Name	Level	Type	Summon	ATK	DEF
"Basic Insect"	2	Insect	Forest	500	700
"Infinite Dismissal"	N/A	Trap	N/A	N/A	N/A
"Insect Armor with Laser Cannon"	N/A	Spell	N/A	N/A	N/A
"Laser Cannon Armor"	N/A	Spell	N/A	N/A	N/A
"Minar"	3	Insect	Fiend	850	750
"Skull-Mark Lady Bug"	3	Insect	Fiend	500	1500
"Soldier Ari"	3	Insect	Forest	500	1200

DOMINO CITY: CLOCK TOWER SQUARE

THE GROWING THREAT

As Reshef's power grows, the cards become weaker.

Speak to Ishizu at Domino City and the "Slifer the Sky Dragon" card turns into stone. If the card was in your Deck, you'll have to replace it. Reshef the Dark Being is gaining incredible strength, for the god cards are returning to stone. Ishizu needs time to ponder these events, but before she can send you on your way, you meet an unexpected visitor.

TROUBLE WITH TRISTAN

Could Reshef have turned Tristan into a robot monkey?

Tristan's dog shows up unattended while you're speaking with Ishizu. Follow the dog back to Grandpa's Gaming Shop where Duke and Serenity sit alone. Something has happened to Tristan. Somehow he's been transformed into a monkey robot. He ran off, and the party suspects he's headed for Galapagos Islands. Go look for him.

GALAPAGOS ISLANDS

So many monkeys, but which one is Tristan?

Walk across the island to encounter a large group of monkey robots. There's no telling which one is Tristan, but one appears more aggressive than the rest. It charges, forcing a Duel.

These monkeys are much better Duelists than you might expect. Their Decks take advantage of the Forest background, meaning there are lots of Beasts. However, their Decks aren't totally focused on one type of monster or alignment, so there's no easy way to combat them.

Build a Deck out of Thunder, Pyro, and Forest cards with a handful of Light, Fiend, Dreams, and Shadow. Put in strong defensive cards, which can hold off the assault long enough for them to be switched out for higher-level monsters. Make the strongest monsters in your Deck Forest monsters, because the robot monkeys can't eliminate them without a fair fight. Have "Bear Traps" and other quick elimination Trap and Spell Cards to round off the Deck. Change the background, stripping the monkeys of their advantage, or use Forest friendly cards, such as Plants and Beasts in your own Deck.

After the Duel, it's obvious that the monkey robot wasn't Tristan. Duel the other two monkey robots to see if either one is him.

After you defeat all three monkey robots, you still haven't found Tristan. Go into the temple to find the fourth monkey robot that ran off earlier. Challenge it to a Duel, and it's Tristan. The group automatically returns to Clock Tower Square once the Duel is over to present the monkey robot to Serenity, Duke, and Grandpa.

Note

The fourth monkey robot's Deck is very weak, so we haven't covered it here. If you're curious, see Tristan's Deck at the beginning of the walkthrough—the two Decks are exactly alike.

Sample Cards: Monkey Robots

Name	Level	Type	Summon	ATK	DEF
"Bolt Penguin"	3	Thunder	Thunder	1100	800
"Cyber Commander"	2	Machine	Fiend	750	700
"Dark Hole"	N/A	Spell	N/A	N/A	N/A
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Frog the Jam"	2	Aqua	Aqua	700	500
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Holograh"	3	Machine	Light	1100	700
"Lisark"	4	Beast	Wind	1300	1300
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Nekogal #1"	3	Beast	Forest	1100	900
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Patrol Robo"	3	Machine	Fiend	1100	900
"Shovel Crusher"	3	Machine	Earth	900	1200
"Toad Master"	3	Aqua	Aqua	1000	1000
"Witch of the Black Forest"	4	Magician	Shadow	1100	1200

Domino City: Clock Tower Square

- **A** Home
- **B** Ishizu, Rare Hunter, and Espa Roba
- **C** Tristan, Duke, and Serenity
- **D** Grandpa's Gaming Shop
- **E** Kaiba Building
- **F** Neo Ghouls

SEEKING SETO

Head to the Kaiba building to find Seto for Ishizu.

Ishizu determines that the card Seto is carrying must have turned to stone. A seventh Millennium Item is needed to return the cards to their former condition. The Millennium Puzzle is the last Millennium Item to be found, and Ishizu thinks she may know where it is. Go to the Kaiba Building and get Seto for Ishizu.

Seto isn't thrilled about being summoned by Ishizu, but he grudgingly leaves the Kaiba Building. While returning to Ishizu, you encounter two cloaked figures picking on the local residents. The Neo Ghouls are attempting to take their rare cards. In fact, the entire city is overrun win Neo Ghouls!

These guys have strong Decks, but most have an exploitable weakness. After they're defeated, they leave the screen, but if you leave the screen and come back, the Neo Ghouls have reappeared. Take your time and fight the Neo Ghouls, but watch your LP. There's no way to get home right now, so save some LP for the Rare Hunter.

Neo Ghoul #1

Don't be afraid of the Neo Ghouls. They aren't as tough as they act.

The first Neo Ghoul uses a Deck primarily made of Fiends. Pack your Deck with Fiends and Light monsters and a few Forest monsters for support.

Sample Cards: Neo Ghoul #1

Name	Level	Type	Summon	ATK	DEF
"Dragoness the Wicked Knight"	3	Warrior	Wind	1200	900
"Hitotsu-Me Giant"	4	Beast-Warrior	Fiend	1200	1000
"One Who Hunts Souls"	4	Beast-Warrior	Fiend	1100	1000
"Solitude"	3	Warrior	Fiend	1050	1000

Neo Ghoul #2

Make this Neo Ghoul regret attacking the citizens of Domino City.

This Neo Ghoul uses a mixture of nonelemental alignments. Fight back with Dreams, Fiend, Light, and Shadow monsters. His Deck contains many weak cards, so toss in a few powerful defenders.

Sample Cards: Neo Ghoul #2

Name	Level	Type	Summon	ATK	DEF
"Beast of Talwar"	7	Fiend	Fiend	2400	2150
"Big Eye"	4	Fiend	Dreams	1200	1000
"Candle of Fate"	2	Fiend	Pyro	600	600
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Hiro's Shadow Scout"	2	Fiend	Fiend	650	500
"Megirus Light"	3	Fiend	Shadow	900	600
"Needle Ball"	2	Fiend	Fiend	750	700
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Ryu-Kishin"	3	Fiend	Wind	1000	500
"Shadow Who Controls the Dark, The"	3	Fiend	Shadow	800	700
"Versago the Destroyer"	3	Fiend	Shadow	1100	900
"Wicked Mirror"	2	Fiend	Dreams	700	600

Neo Ghoul #3

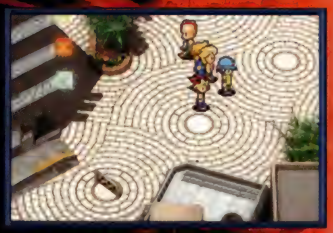
Look for a lone Neo Ghoul near the café.

The third Neo Ghoul uses a strong Deck built primarily from Forest monsters, with a few other alignments thrown in. Build a Deck from Pyro and Forest monsters with a good mix of Traps and Spells.

Sample Cards: Neo Ghoul #3

Name	Level	Type	Summon	ATK	DEF
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Fusionist"	3	Beast	Forest	900	700
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Lisark"	4	Beast	Wind	1300	1300
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Nekogal #1"	3	Beast	Forest	1100	900
"Niwatori"	3	Winged Beast	Forest	900	800
"Peacock"	5	Winged Beast	Forest	1700	1500
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Silver Fang"	3	Beast	Forest	1200	800
"Torike"	3	Beast	Earth	1200	600
"Wilmee"	4	Beast	Forest	1000	1200

Neo Ghoul #4



Look for this Neo Ghoul near Grandpa's Gaming Shop.

This Neo Ghoul uses a mixture of Thunder, Pyro, and Aqua alignments in his Deck. Build your Deck from Aqua, Thunder, and Earth cards. Most of his cards are strong, so take advantage of alignments to pull out a win.

Sample Cards: Neo Ghoul #4

Name	Level	Type	Summon	ATK	DEF
"Aqua Snake"	3	Aqua	Aqua	1050	900
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Charubin the Fire Knight"	3	Pyro	Pyro	1100	800
"Electric Lizard"	3	Thunder	Thunder	850	800
"Electric Snake"	3	Thunder	Thunder	800	900
"Fireyarou"	4	Pyro	Pyro	1300	1000
"Flame Champion"	5	Pyro	Pyro	1900	1300
"Kappa Avenger"	3	Aqua	Aqua	1200	900
"Octoberser"	5	Aqua	Aqua	1600	1400
"Oscillo Hero #2"	3	Thunder	Thunder	1000	500
"Penguin Knight"	3	Aqua	Earth	900	800
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Twin-Headed Thunder Dragon"	7	Thunder	Thunder	2800	2100

Neo Ghoul #5

This brave kid has bitten off more than he can chew.

In the northeast corner you witness a small boy bravely attempting to fend off the villains. The Neo Ghoul runs, but the boy appears to be injured. As you inspect the boy, a second Neo Ghoul enters from the alley above.

This Neo Ghoul uses a Dragon Deck. Stick a "Dragon Capture Jar" in your Deck and this guy won't get anywhere. His alignments are all over the place, so no particular alignment works well against him. Try using some Earth cards with strong defenses, with some powerful Forest cards for backup. That should hold off his assault and give you plenty of opportunities to bring out high-level monsters. Traps and Spell Cards also help.

Sample Cards: Neo Ghoul #5

Name	Level	Type	Summon	ATK	DEF
"Fairy Dragon"	4	Dragon	Light	1100	1200
"Lesser Dragon"	4	Dragon	Fiend	1200	1000
"Little D"	3	Dinosaur	Earth	1100	700
"Mechaleon"	2	Reptile	Aqua	800	600
"Mikazukinoyaiba"	7	Dragon	Light	2200	2350
"Petit Dragon"	2	Dragon	Wind	600	700
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Two-Mouth Darkruler"	3	Dinosaur	Fiend	900	700
"Yamatano Dragon Scroll"	2	Dragon	Wind	900	300

Neo Ghoul #6

The sixth Neo Ghoul is near the clock tower.

The last Neo Ghoul stands next to the clock tower. This Neo Ghoul uses a Zombie Deck that's heavy on Fiends, Shadow, and Pyro monsters. Build a Deck of Fiend, Shadow, Dreams, and Light monsters with a handful of Aqua monsters. Include an "Exile of the Wicked" Spell Card if it's available.

Sample Cards: Neo Ghoul #6

Name	Level	Type	Summon	ATK	DEF
"Dark Assailant"	4	Zombie	Fiend	1200	1200
"Dokuroizo the Grim Reaper"	3	Zombie	Fiend	900	1200
"Fiend's Hand"	2	Zombie	Fiend	600	600
"Fire Reaper"	2	Zombie	Pyro	700	500
"Flame Ghost"	3	Zombie	Pyro	1000	800
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Temple of Skulls"	4	Zombie	Shadow	900	1300

IN DEFENSE OF SERENITY

Tristan and Duke won't let anything happen to Serenity.

Stay clear of the exit from Domino City and head to the southwest corner just in time to see Serenity being accosted by one of the Neo Ghouls. Luckily Tristan and Duke are nearby and ward off the attack. Increase your Deck's strength by buying as many new cards as you can afford.

THE RARE HUNTER

Ishizu is missing, and a group of thugs have taken her place.

Fight the Neo Ghouls as long as you like, and then go to the northwest corner to meet Ishizu. She's gone, but Duelists have taken her place. Their leader, Rare Hunter, attacks as soon as he sees your party.

Rare Hunter uses a Deck that focuses heavily on Earth monsters with very high defensive stats. These cards don't pack much of a punch, but they're very difficult to eliminate. Pack your Deck with Wind cards with a supporting cast of strong Earth defenders. The Wind cards can rip through even the toughest of the Rare Hunter's defensive monsters.

However, Rare Hunter has a trick up his sleeve. While you're trying to get past his defense, he's collecting all five of the Exodia cards in his hand. Defeat him quickly, or he'll get all five and win the Duel. Throw a wrench in his plan by putting cards in your Deck that eliminate all cards in the hand, such as "Final Destiny."

Sample Cards: Rare Hunter

Name	Level	Type	Summon	ATK	DEF
"Exodia the Forbidden One"	3	Magician	Shadow	1000	1000
"Gear Golem the Moving Fortress"	5	Machine	Earth	800	2200
"Goddess of Whim"	3	Fairy	Light	950	700
"Hannibal Necromancer"	5	Magician	Shadow	1400	1800
"Hard Armor"	3	Warrior	Earth	300	1200
"Left Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Left Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Right Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Right Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Shovel Crusher"	3	Machine	Earth	900	1200
"Stone Statue of the Aztecs"	4	Rock	Earth	300	2000
"Three-Headed Geedo"	4	Fiend	Fiend	1200	1400
"Wood Clown"	3	Warrior	Shadow	800	1200

ISHIZU KIDNAPPED

Ishizu has been kidnapped! Those Neo Ghouls are going to pay.

Talk to Espa Roba to learn that the Neo Ghouls took Ishizu, and Seto is in hot pursuit. She was taken somewhere by train through Domino Station, but the Neo Ghouls have taken the station over. You must clear the station of Neo Ghouls so you can take the train and find Ishizu.

Tip

Before leaving to find Ishizu, battle the Neo Ghouls for a bit. You'll earn several Dominoes and will finally be able to afford a few purchases from Grandpa's Gaming Shop.

ESPA ROBA

Espa Roba is happy to help test your Deck.

Before leaving Clock Tower Square, battle Espa Roba a few times. The Duel takes place on a Field background, which benefits Beast-Warriors and Warriors. Espa's Deck features a lot of Dreams and Fiend monsters with support from Pyro and Thunder monsters. Build your Deck from Fiends and Light monsters with strong Earth and Water monsters for support. Espa uses a lot of Spell and Trap Cards, so it isn't uncommon for him to have only one card in his hand.

The trick to defeating him is to get cards out quickly with some sort of protection, such as Trap Cards, and then bring out higher-level monsters of either Fiend or Light. He may take control of one of your monsters and attack, but this is rare and only for one turn.

Sample Cards: Espa Roba

Name	Level	Type	Summon	ATK	DEF
"Beckon to Darkness"	N/A	Spell	N/A	N/A	N/A
"Brain Control"	N/A	Spell	N/A	N/A	N/A
"Cannon Soldier"	4	Machine	Fiend	1400	1300
"Cyber Raider"	4	Warrior	Thunder	1400	1000
"Gate Sword"	6	Warrior	Fiend	1800	1950
"Gradius"	4	Machine	Dreams	1200	800
"Ground Attacker Bugroth"	4	Machine	Earth	1500	1000
"Inexperienced Spy, The"	N/A	Spell	N/A	N/A	N/A
"Infinite Dismissal"	N/A	Trap	N/A	N/A	N/A
"Machine Conversion Factory"	N/A	Spell	N/A	N/A	N/A
"Oscillo Hero"	3	Warrior	Dreams	1250	700
"The Last Warrior from Another Planet"	7	Warrior	Fiend	2350	2300
"UFO Turtle"	4	Machine	Pyro	1400	1200

DOMINO CITY: DOMINO STATION

OVERRUN

The Neo Ghouls have the station barricaded. Finding help may be the only option.

Domino Station is completely overrun with Neo Ghouls. It's possible to Duel and defeat the Neo Ghoul standing in the center of the turnstiles, but another Neo Ghoul will just replace him. You need the aid of several Duelists to get past these thugs. Fortunately you've already met some very powerful Duelists, but gathering them requires traveling all over the world. First stop is Domino Harbor to recruit Mai Valentine.

Tip

The Neo Ghoul is a powerful opponent. His Deck is probably much stronger than your own at this point. Hold off on fighting him for now.

Sample Cards: Neo Ghoul

Name	Level	Type	Summon	ATK	DEF
"30,000-Year White Turtle"	5	Aqua	Aqua	1250	2100
"Armaill"	3	Warrior	Pyro	700	1300
"Armored Starfish"	4	Aqua	Aqua	850	1400
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250

table cont.

Name	Level	Type	Summon	ATK	DEF
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Giant Rat"	4	Beast	Forest	1400	1450
"Hard Armor"	3	Warrior	Earth	300	1200
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Kumootoko"	3	Insect	Forest	700	1400
"Musician King"	5	Magician	Light	1750	1500
"Skull-Mark Lady Bug"	3	Insect	Fiend	500	1500
"Worm Drake"	4	Insect	Earth	1400	1500

Tip

Be sure that you no longer want to Duel the Neo Ghouls in Clock Tower Square before you begin recruiting Duelists. Each Duelist eliminates one of the Neo Ghouls until they're all gone.

Note

The Duelists can be tracked down and recruited in any order. If you have trouble with one, skip that person and go to the next. Come back later when your Duelist Level and Deck Capacity have improved.

Domino City: Domino Harbor

RECRUITING MAI VALENTINE

Arkana and his Neo Ghouls are giving Mai trouble, but not for much longer.

Arriving at the harbor, you spy a Neo Ghoul trying to add more rare cards to his Deck by stealing them from Takeshi. Evidently the Neo Ghouls have taken over this area as well. Rush onto the ship to speak with Mai.

Things are no better onboard. Mai is under attack from Arkana's thugs and there seems to be no end to them. Eliminate the leader and the rest will follow.

Study Arkana's Deck before going into battle. He's tough and probably has a major advantage. He uses Level 4 cards almost exclusively, which means powerful attacks and rock-hard defenses. To defeat him you must take full advantage of the alignments in his Deck.

Arkana's Deck is built primarily from Shadow, Dreams, Light, and Fiend cards, but some of his most powerful cards are Forest aligned. Put Shadow, Dreams, Light, and Fiend cards in your own Deck with a handful of Pryo. Upgrade your Trap Cards "Eatgaboon" and "Bear Trap" to "Invisible Wire," "Widespread Ruin," and "Crush Card" to be effective against Arkana's high ATK points.

The battle takes place in Darkness, so change the field, because the current field greatly benefits the powerful monsters in his Deck. Have healing cards such as "Red Medicine" to keep your LP up. To beat Arkana, either bring out a powerful card quickly, or power up a monster using Spells. Either works, but with his constant attacks for more than 1500 points each, there's no time to lose.

After you defeat Arkana, Mai listens to the story of the Neo Ghouls. Grateful for your help, Mai is quick to assist with the problem. She leaves the boat and heads to Clock Tower Square.

Tip

When a Duelist is recruited, you can challenge that person to a Duel anytime. Just return to Clock Tower Square, find the person, and challenge him or her to a Duel.

Sample Cards: Arkana

Name	Level	Type	Summon	ATK	DEF
"Ancient Elf"	4	Magician	Light	1450	1200
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Beckon to Darkness"	N/A	Spell	N/A	N/A	N/A
"Big Eye"	4	Fiend	Dreams	1200	1000
"Black Pendant"	N/A	Spell	N/A	N/A	N/A
"Book of Secret Arts"	N/A	Spell	N/A	N/A	N/A
"Dark Magician"	7	Magician	Shadow	2500	2100
"Doll of Demise"	5	Fiend	Forest	1600	1700
"Fairy's Gift"	4	Magician	Forest	1400	1000
"Legion the Fiend Jester"	4	Magician	Fiend	1300	1500
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Mystic Clown"	4	Fiend	Shadow	1500	1000
"Stern Mystic, The"	4	Magician	Light	1500	1200
"Witty Phantom"	4	Fiend	Shadow	1400	1300

Italy

RECRUITING BONZ

Bonz is being pressured to join the Neo Ghouls.

Now travel to Italy in search of more allies. Bonz isn't alone. Another Neo Ghoul is trying to "persuade" Bonz to join Bandit Keith's group. As soon as your party enters the room, the Neo Ghoul attacks.

The Neo Ghoul's Deck is a bit weaker than Arkana's Deck, so this battle is easier. The enemy's Deck is based on Forest, Aqua, and Earth alignments with a number of Fiend and Light cards. Build a Deck from Pyro, Thunder, and Wind with a handful of Light and Shadow cards. The Decks attack each other's weaknesses directly, so many cards will be quickly eliminated. Use Traps to prevent having your cards destroyed, and make sure your Deck's strongest monsters are either Light or Shadow. The Neo Ghoul will have a very hard time eliminating them.

After you defeat the Neo Ghoul, Bonz helps free Domino City of the Neo Ghouls. Return home to rest and save, then head to China.

Sample Cards: Neo Ghoul

Name	Level	Type	Summon	ATK	DEF
"Arlownay"	3	Plant	Forest	800	1000
"Bean Soldier"	4	Plant	Forest	1400	1300
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Enchanting Mermaid"	3	Fish	Aqua	1200	900
"Goddess of Whim"	3	Fairy	Light	950	700
"Hungry Burger"	6	Warrior	Divine	2000	1850
"Ice Water"	3	Aqua	Aqua	1150	900
"Mushroom Man"	2	Plant	Forest	800	600
"Mystic Tomato"	4	Plant	Forest	1400	1100
"Nekogal #1"	3	Beast	Forest	1100	900
"Nekogal #2"	6	Beast-Warrior	Forest	1900	2000
"Prisman"	3	Rock	Earth	800	1000
"Rose Spectre of Dunn"	6	Plant	Fiend	2000	1800
"Sonic Maid"	3	Warrior	Light	1200	900
"Water Omotics"	4	Aqua	Aqua	1400	1200

China

Recruiting Weevil

Weevil faces off with Lumis & Umbra.

Travel up the stairs and into the wall to find Weevil face-to-face with two of the Neo Ghoul's top thugs, Lumis & Umbra. It appears that Weevil is about to agree to their demands, but it's just a clever ruse. Weevil Duels one of the two Neo Ghouls while you Duel the second.

These Duelists are completely different from each other, so decide ahead of time which one to challenge. Neither is easier, so the only reason to choose one over the other is if you're trying to win a particular type of card.

Lumis has a Deck built around Forest, Wind, Fiend, and Shadow alignments. He also uses nasty Trap Cards that can eliminate a creature with an ATK as high as 2000. Build a Deck from Forest, Pyro, Light, and Dreams alignments. Put in some strong monsters with Shadow and Fiend alignments. The Traps in Lumis's Deck can be a problem. Whenever he plays a card onto the field that could be a Trap, attack with a weak creature that can trigger the Trap before sending in the big guns.

Umbra uses the Fiend, Shadow, Light, Dreams, Earth, and Thunder alignments. Fill your own Deck with Earth, Wind, Fiend, Shadow, Light, and Dreams alignments. Use Traps such as "Invisible Wire" and "Bear Trap" to buy time to get out a powerful card. If you can get an elemental alignment card (other than a Thunder or Water) with an ATK of more than 2000 on the board, the battle ends quickly.

After the battle, Weevil joins the others in Domino City. Next stop: Canada.

Sample Cards: Lumis

Name	Level	Type	Summon	ATK	DEF
"Dark-Piercing Light"	N/A	Spell	N/A	N/A	N/A
"Eatgaboon"	N/A	Trap	N/A	N/A	N/A
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Grand Tiki Elder"	4	Fiend	Dreams	1500	800
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Lisark"	4	Beast	Wind	1300	1300
"Magical Ghost"	4	Zombie	Fiend	1300	1400
"Mask of Shine & Dark"	6	Magician	Divine	2000	1800
"Masked Sorcerer"	4	Magician	Shadow	900	1400
"Melchid the Four-Face Beast"	4	Fiend	Fiend	1500	1200
"Mystic Tomato"	4	Plant	Forest	1400	1100
"Takuhee"	4	Winged Beast	Wind	1450	1000

Sample Cards: Umbra

Name	Level	Type	Summon	ATK	DEF
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Blue-Eyed Silver Zombie"	3	Zombie	Fiend	900	700
"Giant Germ"	2	Fiend	Shadow	1000	100
"Malevolent Nuzzler"	N/A	Spell	N/A	N/A	N/A
"Mask of Darkness"	2	Fiend	Shadow	900	400
"Masked Sorcerer"	4	Magician	Shadow	900	1400
"Morinphen"	5	Fiend	Fiend	1550	1300
"Nuvia the Wicked"	4	Fiend	Shadow	2000	800
"Shining Abyss"	4	Fiend	Light	1600	1800
"Statue of Easter Island, The"	4	Rock	Earth	1100	1400
"Tao the Chanter"	3	Magician	Dreams	1200	900
"Togex"	5	Beast	Earth	1600	1800
"Tripwire Beast"	4	Thunder	Thunder	1200	1300

Canada

Recruiting Rex Raptor

These Neo Ghouls have bitten off more than they can chew by taking on Rex Raptor and his dinosaurs.

Return to Canada to search for Rex. When you arrive at the excavation site, the engineers have their hands full with a pair of devious Neo Ghouls. Follow the Neo Ghouls into the cave where they confront Rex Raptor. He challenges one while you eliminate the other.

These two Neo Ghouls have very different Decks, so prepare your Deck before entering the cave. The Neo Ghoul on the left uses Shadow and Fiend alignments exclusively, so a Deck filled with Light and Dreams cuts him down quickly. Include a few Level 5 or higher Shadow, Fiend, or any elemental alignment cards, as it's almost impossible for him to eliminate them. The Neo Ghoul on the right uses Dreams and Light cards, so build a Deck using Shadow and Fiend alignments. Toss in some high-level Dreams and Light cards.

Both of the Neo Ghouls have fairly strong Decks, so you need cards with either a strong defense or Traps to buy time to get Tributes onto the field. One powerful card of the same alignment as the Duelist is all it takes to clean house.

Once the battle is over, Rex Raptor agrees to help out with the Neo Ghoul menace and leaves immediately for Clock Tower Square. Go home to save and recover before heading to Galapagos Island to find the last Duelist.

Sample Cards: Neo Ghoul (Left Side)

Name	Level	Type	Summon	ATK	DEF
"Claw Reacher"	3	Fiend	Shadow	1000	800
"Clown Zombie"	2	Zombie	Fiend	1350	0
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Fiend Sword"	4	Warrior	Fiend	1400	800
"Giant Germ"	2	Fiend	Shadow	1000	100
"Horn Imp"	4	Fiend	Fiend	1300	1000
"Mystic Clown"	4	Fiend	Shadow	1500	1000
"Solitude"	3	Beast-Warrior	Fiend	1050	1000
"Stuffed Animal"	3	Warrior	Fiend	1200	900
"Succubus Knight"	5	Warrior	Shadow	1650	1300
"Versago the Destroyer"	3	Fiend	Shadow	1100	900
"Zoa"	7	Fiend	Fiend	2600	1900

Sample Cards: Neo Ghoul (Right Side)

Name	Level	Type	Summon	ATK	DEF
"Ancient Elf"	4	Magician	Light	1450	1200
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Crass Clown"	4	Fiend	Dreams	1350	1400
"Fiend Reflection #1"	4	Winged Beast	Dreams	1300	1400
"Judgement Hand, The"	3	Warrior	Light	1400	700
"Mystical Sheep #1"	3	Beast	Dreams	1150	900

Galapagos Island

Recruiting Mako

There's trouble at the Galapagos Island temple.

Go into the temple on Galapagos Island and watch Mako try to make contact with Strings. Strings isn't interested in talking to Mako, which is starting to get under Mako's skin. Duel Strings, and Mako will help you with the Neo Ghouls in Domino City.

Strings's Deck is built from cards with Aqua and Earth alignments, so build your Deck from Thunder and Wind. Your strongest cards can be any alignment other than Pyro or Thunder. Once again, use Traps to slow down the enemy and get higher-level cards onto the field. All you need is one card with an ATK value of more than 2000 to win. Beware of the "Invisible Wire" Trap Card. Any time there's a potential Trap on his side of the field, attack with your weakest card first.

Mako heads to Clock Tower Square to join the other Duelists once Strings is defeated. It's time for your party to join them as well. Get back to Domino City.

Sample Cards: Strings

Name	Level	Type	Summon	ATK	DEF
"Akihiron"	5	Aqua	Aqua	1700	1400
"Barrel Rock"	4	Rock	Earth	1000	1300
"Frog the Jam"	2	Aqua	Aqua	700	500
"Humanoid Slime"	4	Aqua	Aqua	800	2000
"Humanoid Worm Drake"	7	Aqua	Aqua	2200	2000
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Kappa Avenger"	3	Aqua	Aqua	1200	900
"Karate Man"	3	Warrior	Earth	1000	1000
"Monsturtle"	3	Aqua	Aqua	800	1000
"Power of Kaishin"	N/A	Spell	N/A	N/A	N/A
"Prisman"	3	Rock	Earth	800	1000
"Revival Jam"	4	Aqua	Aqua	1500	500
"Statue of Easter Island, The"	4	Rock	Earth	1100	1400
"Worm Drake"	4	Insect	Earth	1400	1500

Rescue Ishizu

Domino City: Clock Tower Square

The streets have quieted down, but Espa Roba is certain that Neo Ghouls still lurk in the shadows.

Espa Roba's little brothers are ready for some rest now that the Neo Ghouls that have plagued Domino City are nearly eliminated. After Espa's brothers leave for the Kaibaman show, talk to Espa and agree to track down the last of the Neo Ghouls and defeat them in a Duel. Before beginning the search, go home to rest and save. Talk to your allies around Domino City to learn if they've seen any Neo Ghouls. Mai Valentine and Rex Raptor believe that the Kaiba Corporation is somehow involved. Go to the Kaiba Building to continue the search.

Kaiba Corporation

The Rare Hunter is ruining the Kaibaman show!

Follow the Neo Ghoul into the Kaiba Corporation Building. The play is in full swing when you arrive. Just as Kaibaman is finishing off the Big Five, a mystery Duelist appears and challenges Kaibaman to a Duel!

After the mystery Duelist finishes off Kaibaman, the Big Five pledge their loyalty to their new master ...the Rare Hunter. The Big Five are tasked with capturing Espa Roba's little brothers for their new master, but Espa shows up before they can be taken. As Espa faces off against "Jinzo," it's up to you to defeat the mystery Duelist.

Rare Hunter's Deck is entirely focused on summoning "Exodia the Forbidden One" by collecting all five of the Exodia cards in his hand. His Deck contains several cards that allow him to draw faster but lack punch. Build a Deck with Light and Dreams alignments to counter his Shadow and Fiend alignments. Add a few Wind cards to take care of his high-defense Earth cards.

Speed is essential. Get cards out fast and power them up quickly. Because his Deck lacks offensive power, you can afford to take some chances when bringing out high-level cards. A few "Final Destiny" cards in your Deck help eliminate the cards in his hand.

After you defeat Rare Hunter, Espa says that he senses Ishizu at the Egypt Exhibition. The Neo Ghouls have the Egypt Exhibition blocked off, but there has to be another way to reach it. Return to Domino Station.

Sample Cards: Rare Hunter

Name	Level	Type	Summon	ATK	DEF
"Exodia the Forbidden One"	3	Magician	Shadow	1000	1000
"Gear Golem the Moving Fortress"	5	Machine	Earth	800	2200
"Goddess of Whim"	3	Fairy	Light	950	700
"Hannibal Necromancer"	5	Magician	Shadow	1400	1800
"Left Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Left Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Mysterious Puppeteer"	4	Warrior	Earth	1000	1500
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Right Arm of the Forbidden One"	1	Magician	Shadow	200	300
"Right Leg of the Forbidden One"	1	Magician	Shadow	200	300
"Skelengel"	2	Fairy	Light	900	400
"Stone Statue of the Aztecs"	4	Rock	Earth	300	2000
"Three-Headed Geedo"	4	Fiend	Fiend	1200	1400
"Yaranzo"	4	Zombie	Fiend	1300	1500

Domino Station

Clear the Duel Express

Defeat the Neo Ghouls on the train to reach the Egypt Exhibition.

The Neo Ghouls no longer block the station's entrance. Board the train to discover that Neo Ghouls have commandeered it. You must defeat the three Neo Ghouls on the train before the train will arrive at the Egypt Exhibition.

The excellent thing about these Duels is that the opponents have only 2000 LP at the start of each Duel. But these Duels won't be easy. Once onboard, you cannot leave the train until it arrives at the Egypt Exhibition, so there's no saving or resting between battles. Keep a few LP restorative cards in your Deck to help counter this.

The first Neo Ghoul has a wide variety of alignments in his Deck. Build your own from Earth, Thunder, and Wind with a healthy dose of Dreams and Shadow for support. Put a few high-level Forest cards into the Deck.

The second Neo Ghoul uses Fiend and Shadow alignments. Pack your own Deck with Dreams and Light alignments and throw in some high-level elemental alignments to back them up. This Duelist's

monsters receive a boost from the Darkness covering the field, so change the field, and scrap "Bear Trap" and anything weaker.

The Neo Ghoul in the last car uses very powerful Dreams and Light cards. Fill your Deck with Shadow and Fiends and several high-level elemental alignments. His Deck is hard to break through, due to the number of Traps he plays and his cards' high ATK and DEF levels. Try to quickly get out something strong, and be careful when a Trap is on the field. Let his monsters do the attacking if necessary, but don't waste potential Tributes.

When you finish the third battle, the train pulls into the Egypt Exhibition. Hopefully you won't be too hurt from the three battles. Plenty of Dueling remains.

Sample Cards: Neo Ghoul #1

Name	Level	Type	Summon	ATK	DEF
"Ansatsu"	5	Warrior	Shadow	1700	1200
"Aqua Snake"	3	Aqua	Aqua	1050	900
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Ice Water"	3	Aqua	Aqua	1150	900
"Judgement Hand, The"	3	Warrior	Light	1400	700
"Oscillo Hero"	3	Warrior	Dreams	1250	700
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Trakadon"	3	Dinosaur	Earth	1300	800

Sample Cards: Neo Ghoul #2

Name	Level	Type	Summon	ATK	DEF
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Koumori Dragon"	4	Dragon	Fiend	1500	1200
"Ogre of the Black Shadow"	4	Warrior	Fiend	1200	1400
"Warrior of Tradition"	6	Warrior	Shadow	1900	1700
"Witch of the Black Forest"	4	Magician	Shadow	1100	1200
"Witty Phantom"	4	Fiend	Shadow	1400	1300

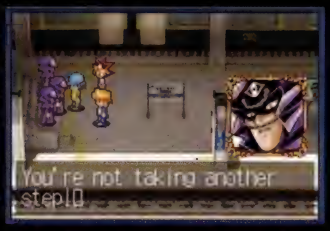
Sample Cards: Neo Ghoul #3

Name	Level	Type	Summon	ATK	DEF
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Bright Castle"	N/A	Spell	N/A	N/A	N/A
"Fiend Reflection #1"	4	Winged Beast	Dreams	1300	1400
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Invader from Another Dimension"	4	Fiend	Dreams	950	1400
"Musician King"	5	Magician	Light	1750	1500
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Sonic Maid"	3	Warrior	Light	1200	900
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050
"White Magical Hat"	3	Magician	Light	1000	700

table cont.

The Egypt Exhibition

Duel Past the Neo Ghouls



The Neo Ghouls are determined to keep everyone out of the Egypt Exhibition.

It's not going to be easy reaching Ishizu. Neo Ghouls prevent your progress, and you have no opportunity to return home. Closely watch your LP. If you're being repeatedly defeated, return to Grandpa's Gaming Shop and purchase some cards that restore lost LP.

As with the Neo Ghouls on the train, these villains have 2000 Life Points. The first Neo Ghoul uses a Pyro and Wind alignment Deck. Build a Deck from Aqua and Forest alignment monsters and add some high-level Pyro and Wind cards.

Sample Cards: Neo Ghoul #1

Name	Level	Type	Summon	ATK	DEF
"Dragoness the Wicked Knight"	3	Warrior	Wind	1200	900
"Fireyarou"	4	Pyro	Pyro	1300	1000
"Flame Ghost"	3	Zombie	Pyro	1000	800
"Flame Manipulator"	3	Magician	Pyro	900	1000
"Flying Kamakiri #1"	4	Insect	Pyro	1400	900
"Launcher Spider"	7	Machine	Pyro	2200	2500
"Lisark"	4	Beast	Wind	1300	1300
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Turtle Bird"	6	Aqua	Wind	1900	1700
"Vermillion Sparrow"	5	Pyro	Pyro	1900	1500

The Neo Ghouls just won't give up, but the exit is close.

The second Neo Ghoul is blocking the turnstiles. His Deck is nothing but Forest and Thunder alignment monsters, so build a Deck of Pyro and Earth monsters. Sprinkle in a few high-level Forest, Thunder, and nonelemental alignment monsters. Use Traps and Spells to buy time to get Tributes onto the board, so the strongest monsters can be brought onto the field.

Sample Cards: Neo Ghoul #2

Name	Level	Type	Summon	ATK	DEF
"Bolt Penguin"	3	Thunder	Thunder	1100	800
"Frenzied Panda"	4	Beast	Forest	1200	1000
"Hinotama"	N/A	Spell	N/A	N/A	N/A
"Kaminari Attack"	5	Thunder	Thunder	1900	1400
"Leopard Girl"	6	Beast-Warrior	Forest	1950	1700
"Mushroom Man #2"	3	Warrior	Forest	1250	800
"Red Medicine"	N/A	Spell	N/A	N/A	N/A
"Tripwire Beast"	4	Thunder	Thunder	1200	1300
"Wood Remains"	3	Zombie	Forest	1000	900

Seto is feeling some heat, but he still refuses to help.

Once the battle ends, use the left exit to return home for a quick rest and save. Come back and go through the room to the right. Seto is battling a seemingly endless group of Bandit Keith's minions. Talk to Seto to learn that he's not interested in helping to rescue Ishizu, but in restoring his "Obelisk the Tormentor" card. Fortunately, Seto allows you to pass and deals with the Neo Ghouls on his own. Go through the door into the area where the first Millennium Guardian was found.

THE BATTLE WITH BANDIT KEITH

Bandit Keith uses the Millennium Items to restore "The Winged Dragon of Ra."

Enter the room to find Bandit Keith holding Ishizu hostage. Ishizu asked Bandit Keith to help defeat Reshef the Dark Being, but Bandit Keith's only interest is defeating Pegasus. Give Bandit Keith the Millennium Items to save Ishizu.

Only after turning over the six Millennium Items do we learn that Bandit Keith obtained the Millennium Puzzle! With the seven Millennium Items, Bandit Keith can resurrect the "Winged Dragon of Ra"! With his newfound power, Bandit Keith decides to test his strength in a Duel against you!

Sample Cards: Bandit Keith

Name	Level	Type	Summon	ATK	DEF
"Blast Sphere"	4	Machine	Pyro	161	1400
"Brain Control"	N/A	Spell	N/A	N/A	N/A
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Launcher Spider"	7	Machine	Pyro	2200	2500
"Machine Conversion Factory"	N/A	Spell	N/A	N/A	N/A
"Machine King"	6	Machine	Pyro	150	2200
"Mechanicalchaser"	4	Machine	Fiend	1850	800
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Pendulum Machine"	6	Machine	Shadow	86	1750
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Ryu-Kishin"	3	Fiend	Wind	1000	500
"Ryu-Kishin Powered"	4	Fiend	Fiend	207	1600
"Space Megatron"	5	Machine	Fiend	1400	2000
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A
"Whiptail Crow"	4	Fiend	Fiend	1650	1600
"Zoa"	7	Fiend	Fiend	2600	1900

AFTERMATH

"The Winged Dragon of Ra" has its vengeance.

The god cards are restored, which means that "Slifer the Sky Dragon" is once again in the Trunk. The god cards have refused to help Bandit Keith in this battle and turn their vengeance on him. Once Keith has fallen, "The Winged Dragon of Ra" is given to you. Before the group can leave, the ground shakes and Reshef the Dark Being possesses Bandit Keith's body. In the struggle with Reshef over the Millennium Puzzle, the Puzzle shatters on the ground. Yugi's other self is lost!

Yugi collects the pieces of the Millennium Puzzle as quickly as possible, but in his grief he misses one. Before it can be picked up, Para appears and steals it. To recover the Millennium Puzzle piece, the party must go to Master Chevalsky's castle.

Mokuba has been kidnapped and Seto still refuses assistance.

Meanwhile, Mokuba talks to Seto and reassures him everything is fine back in Domino City. The Neo Ghouls are gone and everything is fine at the Kaiba Corporation. Things seem to be going well for Seto and his brother. Seto's "Obelisk the Tormentor" card has been restored. From out of nowhere, Dox flips into the area and snags Mokuba. If Seto wants him back, he too must go to Pegasus's Castle!

Offer Seto help in rescuing his brother, but he'll refuse once again. Seto is determined to defeat Pegasus alone. Everyone agrees that they must now go to Chevalsky's Palace, but no one knows where it is. Just when things look hopeless, a Millennium Guardian appears. The guardian suggests seeking the Paradox in China.

table cont.

The Search for Pegasus's Castle

China

Meeting with Paradox

Paradox has some helpful advice for the party.

The mysterious Paradox appears as you arrive at China. He believes that Ra's power must be awakened before you go to Pegasus's Castle. Someone must know how to awaken Ra. Return to Domino City and speak to Ishizu.

Domino City: Clock Tower Square

Ishizu's Advice

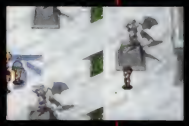
Ishizu believes that her brother, Marik, may be able to help.

Only two people can decipher the writing on the sphere. One is Seto, who's off pursuing Pegasus. Ishizu's brother Marik is the second person who can decipher the ancient language. Marik lives in Egypt.

Before making the trip to Egypt, rest and save the game. Speak to the other Duelists who helped clear the Neo Ghouls out of Domino City, and they'll return to their own business now that the city is safe.

Common Duelists

Now that the Neo Ghouls have been eliminated, several of Domino City's citizens are back in the Dueling mood. However, the encounter with the Neo Ghouls has forced most of the Duelists to reconsider their Decks. If you battle them, be prepared for a real challenge. No longer do they sport low-level monsters. Expect terrain shifts and powerful Level 4 monsters. Tailor your Deck to focus on the cards your opponent relies on. Each Duelist can be Dueled only once. Refer to the map below for general alignment(s) seen in each Duelist's Decks.



- **A** Boy with Red Hat: Earth
- **A** Boy in Blue Suit: Forest and Thunder
- **B** Blond-Haired Boy: Shadow and Fiend
- **C** Blond Spiked-Haired Boy: Forest and Fiend
- **C** Blond Wavy-Haired Boy: Shadow, Fire, and Forest
- **D** Blond-Haired Boy: Fiend and Earth
- **D** Red-Haired Boy: Thunder and Aqua
- **E** Red-Haired Boy: Earth and Shadow

Tip

Also check out Domino Station, Domino Pier, and Canada to find a few folks who are willing to Duel again.

Sample Cards: Common Duelists

Name	Level	Type	Summon	ATK	DEF
"Barox"	5	Fiend	Forest	1800	2000
"Barrel Rock"	4	Rock	Earth	1000	1300
"Battle Steer"	5	Beast-Warrior	Fiend	1800	1300
"Bear Trap"	N/A	Trap	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Blackland Fire Dragon"	4	Dragon	Shadow	1500	800
"Blue-Eyed Silver Zombie"	3	Zombie	Fiend	900	700
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Electric Lizard"	3	Thunder	Thunder	850	800
"Electric Snake"	3	Thunder	Thunder	800	900
"Flame Ghost"	3	Zombie	Pyro	1000	800
"Flame Manipulator"	3	Magician	Pyro	900	1000
"Garoozis"	5	Beast-Warrior	Pyro	1800	1500
"Insect Soldiers of the Sky"	3	Insect	Wind	1000	800
"Kaminari Attack"	5	Thunder	Thunder	1900	1400
"Koumori Dragon"	4	Dragon	Fiend	1500	1200
"Lesser Dragon"	4	Dragon	Fiend	1200	1000
"Mask of Darkness"	2	Fiend	Shadow	900	400
"Monster Egg"	3	Warrior	Earth	600	900
"Mountain"	N/A	Spell	N/A	N/A	N/A
"Mountain Warrior"	3	Warrior	Earth	600	1000
"M-Warrior #1"	3	Warrior	Earth	1000	500
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Needle Ball"	2	Fiend	Fiend	700	700
"Niwatori"	3	Winged Beast	Forest	900	800
"Prisman"	3	Rock	Earth	800	1000
"Snakeyashi"	4	Plant	Forest	1000	1200
"Sword of Dark Destruction"	N/A	Spell	N/A	N/A	N/A
"Trent"	5	Plant	Forest	1500	1800
"Twin Long Rods #1"	3	Aqua	Fiend	900	700
"Vile Germs"	N/A	Spell	N/A	N/A	N/A
"Wasteland"	N/A	Spell	N/A	N/A	N/A
"Wicked Dragon with the Ersatz Head"	3	Dragon	Fiend	900	900
"Winged Dragon, Guardian of the Fortress #1"	4	Dragon	Wind	1400	1200
"Witty Phantom"	4	Fiend	Shadow	1400	1300
"Zombie Warrior"	3	Zombie	Fiend	1200	900

NAMED DUELISTS

Duke

Tristan still might not be much of a challenge, but Duke is ready to pay you back for those early defeats.

Duke has gained a lot of experience from fighting the Neo Ghouls. His drastically altered Deck makes him a much tougher opponent. Duel him a few times to earn some great cards. Duke's new Deck uses Traps and Spells to quickly power up "Gradius," while instantly eradicating monsters that are played on your side of the field. This is an effective strategy, because he makes it difficult to get Tributes onto the field. His Deck's most notable flaw is his lack of monsters. He relies heavily on his ability to get "Gradius" into play quickly and to keep it there unblocked for several turns.

Put a few Fiend and Wind alignment cards into your Deck to make it easier to eliminate "Gradius" and "The Statue of Easter Island." Otherwise look for cards such as "Doron" and "Toad Master" that allow a second card to be put into play immediately. This makes it much easier to get higher-level cards onto the field quickly.

Duke's "Invisible Wire" Traps are a real pain to get around. Make sure your high-level cards have an ATK of at least 2100, making these Traps ineffective. If you can't do that, send in lesser cards to clear out the Traps before sending in the bigger guns. A couple of other cards that work well against Duke are "Bad Reaction to Simochi," which reverses the effect of the 2000-point heals he uses regularly, and "Reverse Trap," which reverses a power up, triggering instead a power-down of the stats.

Sample Cards: Duke

Name	Level	Type	Summon	ATK	DEF
"Beckon to Darkness"	N/A	Spell	N/A	N/A	N/A
"Cyclon Laser"	N/A	Spell	N/A	N/A	N/A
"Darkness Approaches"	N/A	Spell	N/A	N/A	N/A
"Fiend's Hand"	2	Zombie	Fiend	600	600
"Gradius"	4	Machine	Dreams	1200	800
"Hourglass of Life"	2	Fairy	Light	700	600
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Machine Conversion Factory"	N/A	Spell	N/A	N/A	N/A
"Orgoth the Relentless"	7	Warrior	Earth	2500	2450
"Raigeki"	N/A	Spell	N/A	N/A	N/A
"Soul of the Pure"	N/A	Spell	N/A	N/A	N/A
"Spellbinding Circle"	N/A	Spell	N/A	N/A	N/A
"Statue of Easter Island, The"	4	Rock	Earth	1100	1400
"Stop Defense"	N/A	Spell	N/A	N/A	N/A
"Weather Control"	2	Fairy	Light	600	400

EGYPT

MEETING WITH MARIK

Odion isn't willing to let the party see Marik.

Odion greets the party but refuses to take them to Marik. You're presented with two options: Challenge Odion to a Duel, or come back later. Choosing the Duel starts a battle, but opting to leave and return later gets the party in the door without a battle. It's easiest to skip the Duel, but you miss an opportunity to raise your Duelist Level and Deck Capacity.

The problem is that you may lose a lot of LP against Odion, and Marik is no pushover. You won't have a chance to save, rest, or even change your Deck before the Duel with Marik begins. Try the Duel option. If the LP loss keeps you from beating Marik, come back and choose the non-confrontational option.

This is a tricky Duel. Odion's Deck focuses heavily on Trap and Spell Cards. It's very difficult to get monsters onto the field and keep them there for more than one or two turns. Put cards in your hand that can be drawn out quickly (Level 4 or below). Anything that requires a Tribute will be very difficult to get into play. Use any card that can replicate itself or draw out a second monster, such as "Doron" or "Toad Master." Combine these with "Darkness Approaches" and it's easy to get two to four cards onto the field in just a couple of turns.

Put some cards in your Deck that can eliminate Trap and Spell Cards, such as "Final Destiny" and "Harpie's Feather Duster." Eliminate his Spells and Traps and he'll be crippled indefinitely. This presents a good opportunity to quickly bring out a monster and whittle away at Odion's Life Points.

Sample Cards: Odion

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Amazon Archers"	N/A	Trap	N/A	N/A	N/A
"Bad Reaction to Simochi"	N/A	Trap	N/A	N/A	N/A
"Bear Trap"	N/A	Trap	N/A	N/A	N/A
"Dragon Capture Jar"	N/A	Trap	N/A	N/A	N/A
"Embodiment of Apophis"	4	Reptile	Earth	1600	1800
"Final Destiny"	N/A	Spell	N/A	N/A	N/A
"Harpie's Feather Duster"	N/A	Spell	N/A	N/A	N/A
"Heavy Storm"	N/A	Spell	N/A	N/A	N/A
"Inexperienced Spy, The"	N/A	Spell	N/A	N/A	N/A
"Infinite Dismissal"	N/A	Trap	N/A	N/A	N/A
"Keldo"	4	Magician	Light	1200	1600
"Last Tusk Mammoth"	3	Dinosaur	Aqua	800	1200
"Mystical Beast Serket"	6	Fairy	Earth	2500	2000
"Raigeki"	N/A	Spell	N/A	N/A	N/A
"Restructer Revolution"	N/A	Spell	N/A	N/A	N/A
"Stop Defense"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Torrential Tribute"	N/A	Trap	N/A	N/A	N/A
"Tri-Horned Dragon"	8	Dragon	Divine	2850	2350

Marik can help, but not until you prove worthy.

Marik can help awaken the "The Winged Dragon of Ra," but because the card is so powerful, he tests your ability to see if you're worthy of possessing it. The Duel that follows is very challenging.

Marik's Deck has many Spell Cards and he knows how and when to play them. He plays "Swords of Revealing Light" often. This card prevents you from attacking for three turns, which provides Marik with plenty of time to get monsters onto the field. This is tough to overcome, but a good selection of "Invisible Wire" and "Beckon to Darkness" cards will allow you to hold off his attack and prevent him from using Tributes to bring out higher-level monsters. Also expect Marik to use the dreaded "Raigeki" at least once during the Duel. This is easily countered with an "Anti Raigeki" card if the timing works out.

This Duel forces you to walk a fine line between bringing out enough monsters for defense and Tribute without committing everything to the field. It's important to get something onto the field. A good monster with ATK and DEF of more than 2000 can hold its own for several turns. But placing all of your monsters onto the field leaves them open to instant eradication by one of the many Spells in Marik's Deck. It's sometimes best to put one monster out at a time until you can get some defensive Spells onto the field to counter these devastating attacks.

Put plenty of Spells in your Deck that instantly wipe out the enemy monsters and buff your own. Also consider trying to change the field to your advantage. The Duel takes place on a plain background, so any change may provide an edge. Take advantage of "Slifer the Sky Dragon." This monster is immune to many of the Spells Marik uses and can sit on the field for a long time. A single attack by "Slifer the Sky Dragon" is often enough to win the Duel. Send in a few weak monsters first, or use a "Harpie's Feather Duster" to clear the field of Traps before attacking.

After you win the battle, "The Winged Dragon of Ra" (Battle Mode)

"The Winged Dragon of Ra" (Battle Mode) is awakened once Marik has been defeated. Unfortunately, Marik cannot remember how to activate Phoenix Mode, which makes the card indestructible. He suggests that you seek out the knowledge he lacks, and then he sends the party on its way. Return to China to speak with Paradox.

Sample Cards: Marik

Name	Level	Type	Summon	ATK	DEF
"Byser Shock"	5	Fiend	Thunder	800	600
"Cyber-Tech Alligator"	5	Machine	Wind	2500	1600
"Darkfire Soldier #1"	4	Pyro	Pyro	1700	1150
"Des Volstgalph"	6	Dragon	Earth	2200	1700
"Executor—Makyura"	4	Warrior	Shadow	1600	1200
"Harpie's Feather Duster"	N/A	Spell	N/A	N/A	N/A
"Humanoid Slime"	4	Aqua	Aqua	800	2000
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Newdoria"	4	Fiend	Dreams	1200	800
"Raigeki"	N/A	Spell	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Revival Jam"	4	Aqua	Aqua	1500	500
"Soul of the Pure"	N/A	Spell	N/A	N/A	N/A
"Spellbinding Circle"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050
"Widespread Ruin"	N/A	Trap	N/A	N/A	N/A
"Worm Drake"	4	Insect	Earth	1400	1500

China

The Trail

Paradox provides the location of Pegasus's Castle only after the party proves themselves in a true endurance test.

Now that Marik has awakened Ra, travel back to China and speak with Paradox to learn the location of Pegasus's Castle. Getting the information from Paradox won't be easy. Before he divulges Pegasus's location, he wants to Duel. Follow Paradox to the right to confront not Paradox, but a Millennium Guardian! Luckily the Millennium Guardian has 3000 LP rather than the normal 8000.

Five Millennium Guardians stand between the party and Paradox. You must win all five battles without returning to Domino City to save or rest. Walk off screen to the left or lose a Duel, and you're forced to face all five Millennium Guardians again. Thus the real challenge is getting to Paradox with enough LP to win the Duel. That's not easy, because these Duelists are prepared with strong Decks that quickly eliminate an opponent's LP.

Speed is an absolute must. The Millennium Guardians use "Restructer Revolution," which causes 200 points of damage to your LP for every card in your hand. This card is often played on the first turn and sometimes in pairs, so at the start of a battle it may cause as much as 2000 points of damage. Use plenty of Trap and Spell Cards that instantly eliminate monsters. Traps below the "Bear Trap" level won't be effective, so scrap them for now. In fact, dump the "Bear Trap" cards in favor of "Invisible Wire" cards just to be safe.

The Traps and Spells should delay the opponent long enough to allow you to bring a Level 5 or 6 monster onto the field. Such monsters can eliminate the Millennium Guardians in two turns if the Traps and Spells keep the field clear. If you have a low Duelist Level and Deck Capacity, scrap your Level 3 and 4 monsters in favor of Traps and Spells and fill the Deck with Level 1 and 2 monsters of Light, Fiend, Dreams, and Shadow alignments. If your level is higher, try to get several Level 4 cards into the Deck with an attack of 1600 or more. These cut through the enemy's monsters easily.

Sample Cards: Millennium Guardians

Name	Level	Type	Summon	ATK	DEF
"Crab Turtle"	8	Aqua	Divine	2200	2350
"Curse of Dragon"	5	Dragon	Wind	2000	1500
"Dark Magician"	7	Magician	Shadow	2500	2100
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Faith Bird"	4	Winged Beast	Light	1500	1100
"Gaia the Fierce Knight"	7	Warrior	Shadow	2300	2100
"Immortal of Thunder, The"	4	Thunder	Thunder	1500	1300
"Kuriboh"	1	Fiend	Shadow	300	200
"Maiden of the Moonlight"	4	Magician	Dreams	1500	1300
"Multiply"	N/A	Spell	N/A	N/A	N/A
"Rare Fish"	4	Fish	Aqua	1500	1200
"Restructer Revolution"	N/A	Spell	N/A	N/A	N/A
"Stern Mystic, The"	4	Magician	Light	1500	1200
"Takriminos"	4	Sea Dragon	Aqua	1500	1200
"Tri-Horned Dragon"	8	Dragon	Divine	2850	2350

Paradox quizzes you about the cards won from the Millennium Guardians.

As you defeat each Millennium Guardian, you gain a card. These range wildly in value, but are very important. Keep track of the cards given to you after the battle—not those won, but those presented by the Millennium Guardian to the party. Once you reach Paradox, he asks if you understand the meaning of these cards. Then he quizzes you to see if you truly understand their significance.

The questions are which card should be first and which should be last. The "Kuriboh" is the correct choice for the first card, because it has the lowest level. The last card should be the "Curse of Dragon," because it has the highest level. Answer carefully. Mess up and Paradox boots the party back to the start and you have to Duel the Millennium Guardians again!

Tip

Looking to make some major card purchases? This is your best opportunity. The Millennium Guardians reward you with the same cards every time, and you get a nice reward for winning the Duel. Run through the Millennium Guardians over and over and sell the extras. Some of the cards are worth nearly 2000 Dominoes each.

When you answer the questions correctly, Paradox initiates a Duel. Unfortunately, Paradox comes to the Duel with a full 8000 LP and you're left with whatever the Millennium Guardians didn't take.

Paradox's Deck is a lot like those the Millennium Guardians use, but more lethal. The average attack power is 1600 rather than 1500. This is just enough

to make some of your cards ineffective. Hopefully you have a couple of healing cards if the Millennium Guardians delivered a serious beating. Otherwise you need to cut through Paradox's Deck in the same fashion. Use lots of Trap and Spell Cards to eliminate his monsters while bringing out a larger monster, or powering one up. His alignments are all over the board, so nearly anything works. Of course, getting one of the god cards onto the board would almost assure victory.

After you defeat Paradox, he reveals the location of Pegasus's Castle. Before doing anything else, return to Domino City to rest and save. Once you're prepared, go back to the World Map and on to Pegasus's Castle.

Sample Cards: Paradox

Name	Level	Type	Summon	ATK	DEF
"Change of Heart"	N/A	Spell	N/A	N/A	N/A
"Cosmo Queen"	8	Magician	Divine	2900	2450
"Fire Kraken"	4	Aqua	Pyro	1600	1500
"Guardian of the Throne Room"	4	Machine	Light	1650	1600
"High Tide Gyojin"	4	Aqua	Aqua	1650	1300
"Keldo"	4	Magician	Light	1200	1600
"Necrolancer the Timelord"	3	Magician	Dreams	800	900
"Queen's Double"	1	Warrior	Earth	350	300
"Whiptail Crow"	4	Fiend	Fiend	1650	1600

Pegasus Island

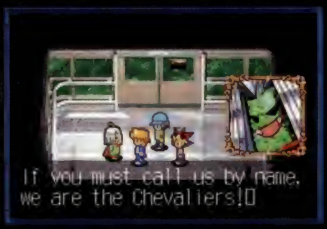
Dueling Your Way to the Castle

The Chevaliers

You must make this journey without Ishizu's help

You've finally made it to Pegasus Island! Ishizu accompanies the party to the island, though she won't join them as they Duel to Pegasus Castle. Talk to Ishizu at the entrance before starting out on the final leg of the long journey. Walk through the gondola door to begin.

Your LP doesn't match the Chevaliers'.



As the tram begins its trek to Pegasus Castle, a strange creature jumps into the car. Master Chevalsky has been creating Duelists! This one is confident he can stop the pursuit of Pegasus and Reshef the Dark Being. Duel and defeat three Chevaliers before reaching the castle. Lose any of these Duels and you return home and start the process over again.

The Chevaliers start with 10,000 LP against your 8000 on the first Duel. LP is not restored after each Duel, so whatever LP you end up with gets carried into the next Duel. Keep Trap and Spell Cards at the ready to stop LP-draining attacks until you have a chance to take some away from the opponent.

The Deck you used to defeat Paradox works well for these battles, with some alignment adjustments. The trick is to prepare for the battles after the tram rather than those on it. The Chevaliers are tough, but not half as tough as Paradox or Marik. All three of the Chevaliers Duel in a very similar fashion, so a Deck that works on one tends to work against all three. That's good, because there's no break between the Duels.

The necessary Deck adjustments are simple. Replace the monsters in your Deck with Light and Dreams or Fiend and Shadow alignments. Why? The Mimic of Doom and Panik wait at the end of the line. The Light and Dreams alignments give you an edge against Panik's Fiend- and Shadow-heavy Deck, or the Fiend and Shadow alignments make it easier to defeat the Mimic of Doom's Dreams and Light Deck. The Magician- and Fiend-Type monsters get a boost from the Darkness in the final battles.

Make the rest of the Deck a mixture of Spells and Traps. Put in a few Spells that can eliminate enemy monsters when you're unable to attack. The "Swords of Revealing Light" is used often. Without Spells to attack the enemies' creatures, they can bring out their strongest monsters while you're helpless to stop them.

Sample Cards: Chevalier #1

"Crow Goblin"	5	Winged Beast	Wind	1850	1600
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Dice Armadillo"	5	Machine	Forest	1650	1800
"Forest"	N/A	Spell	N/A	N/A	N/A
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A

Name	Level	Type	Summon	ATK	DEF
"Magical Ghost"	4	Zombie	Fiend	1300	1400
"Maha Vailo"	4	Magician	Light	1550	1400
"Maiden of the Moonlight"	4	Magician	Dreams	1500	1300
"Metal Dragon"	6	Machine	Pyro	1850	1700
"Minomushi Warrior"	4	Rock	Earth	1300	1200
"Mother Grizzly"	4	Beast-Warrior	Aqua	1400	1000
"Mushroom Man #2"	3	Warrior	Forest	1250	800
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Skelgon"	6	Zombie	Fiend	1700	1900
"Spikebot"	5	Machine	Shadow	1800	1700
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Tripwire Beast"	4	Thunder	Thunder	1200	1300
"Togex"	5	Beast	Earth	1600	1800
"Umi"	N/A	Spell	N/A	N/A	N/A

Sample Cards: Chevalier #2

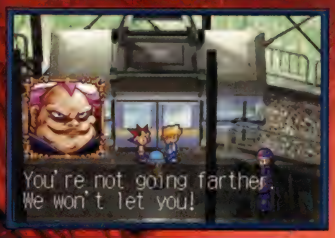
Name	Level	Type	Summon	ATK	DEF
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Forest"	N/A	Spell	N/A	N/A	N/A
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Maha Vailo"	4	Magician	Light	1550	1400
"Maiden of the Moonlight"	4	Magician	Dreams	1500	1300
"Metal Dragon"	6	Machine	Pyro	1850	1700
"Minomushi Warrior"	4	Rock	Earth	1300	1200
"Mother Grizzly"	4	Beast-Warrior	Aqua	1400	1000
"Mountain"	N/A	Spell	N/A	N/A	N/A
"Musician King"	5	Magician	Light	1750	1500
"Rainbow Marine Mermaid"	5	Fish	Aqua	1550	1700
"Spikebot"	5	Machine	Shadow	1800	1700
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Tripwire Beast"	4	Thunder	Thunder	1200	1300
"Umi"	N/A	Spell	N/A	N/A	N/A
"Wasteland"	N/A	Spell	N/A	N/A	N/A
"Yami"	N/A	Spell	N/A	N/A	N/A

Sample Cards: Chevalier #3

Name	Level	Type	Summon	ATK	DEF
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Forest"	N/A	Spell	N/A	N/A	N/A
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Mother Grizzly"	4	Beast-Warrior	Aqua	1400	1000
"Mushroom Man #2"	3	Warrior	Forest	1250	800
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Rainbow Marine Mermaid"	5	Fish	Aqua	1550	1700
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Wasteland"	N/A	Spell	N/A	N/A	N/A

PANIK AND THE MIMIC OF DOOM

Choose to Duel Panik or the Mimic of Doom.



After you defeat the third Chevalier, the tram stops. As you leave the tram, you're greeted by Panik and the Mimic of Doom. They won't let the party pass without a Duel. This is another tag team match-up. Choose to Duel either Panik or the Mimic of Doom.

You can't adjust your Deck before this battle. The choice between Panik and the Mimic of Doom is important, because you're choosing to face off against Light and Dreams, or Fiend and Shadow. Panik uses the Fiend and Shadow Deck, and the Mimic of Doom uses the Light and Dreams Deck. If you followed our advice about setting up your Deck for these battles before the Chevaliers, you'll know which to pick. Both Duels are challenging, so there's no real advantage to Dueling one over the other. The strategy is the same for this Duel as it was for the three previous Duels.

After you defeat your chosen Duelist, Panik thinks he can renege on the deal and wants to Duel until the outcome is more favorable to him. Outnumbered and lacking any god cards in his Deck, Joey chooses to hold off Panik and the Mimic of Doom to allow the others to continue in their pursuit of Pegasus. Head east to return to the World Map. A new location, Dungeon, is now available. Return to Clock Tower Square to rest and save before advancing to the Dungeon.

Note

Dungeon and Pegasus Island locations share the same spot on the World Map. Just keep scrolling and the location name and picture changes between the two locations.

Sample Cards: Panik

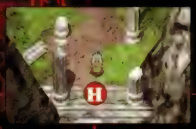
Name	Level	Type	Summon	ATK	DEF
"Baron of the Fiend Sword"	4	Fiend	Shadow	1550	800
"Castle of Dark Illusions"	4	Fiend	Shadow	1200	2500
"Dark Assailant"	4	Zombie	Fiend	1200	1200
"Dark Chimera"	5	Fiend	Shadow	2100	1900
"Dark Energy"	N/A	Spell	N/A	N/A	N/A
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Fiend Sword"	4	Warrior	Fiend	1400	800
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"King of Yamimakai"	5	Fiend	Fiend	2600	2300
"Metal Guardian"	5	Fiend	Fiend	1500	2800

Name	Level	Type	Summon	ATK	DEF
"One Who Hunts Souls"	4	Warrior	Fiend	1100	1000
"Soul of the Pure"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A

Sample Cards: Mimic of Doom

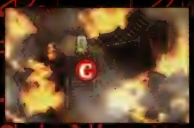
Name	Level	Type	Summon	ATK	DEF
"Dimensional Warrior"	4	Warrior	Dreams	1200	1000
"Dream Clown"	3	Warrior	Dreams	1200	900
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Megamorph"	N/A	Spell	N/A	N/A	N/A
"Rogue Doll"	4	Magician	Light	1600	1000
"Sonic Maid"	3	Warrior	Light	1200	900
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A
"Wall of Illusion"	4	Fiend	Dreams	1000	1850

Dungeon



A Chevalier #1
B Chevalier #2
C Chevalier #3
D Chevalier #4

E Chevalier #5
F Chevalier #6
G Para and Dox
H Chevalier #7



Tip

Before heading to the Dungeon, return to Domino City to restore your LP and restructure your Deck, including some of the great cards won from the Duelists defeated so far.

The Chevaliers

Use alignment cards to defeat the Chevaliers.

Watch the cinema of Pegasus, (a.k.a. Master Chevalsky) and his disciples. The path through the Dungeon is blocked by two Chevaliers. Choose either the west or east path to reach the Dungeon's exit. The Chevaliers begin with 10,000 LP, so prepare for a potentially long Duel. Each of the Chevaliers has a unique Deck. Their basic strategies are identical, but their monsters are of different alignments. The Deck you used to defeat the previous Chevaliers should work well with a new assortment of Monster Cards.

Either path holds three Chevaliers. Each battle takes place on a Mountain terrain, so Dragon-, Rock-, and Zombie-Type cards have an advantage. Pack your Deck with these types as much as possible, while taking advantages of the alignments noted with each Chevalier. Make sure the strongest cards in your Deck (Level 5 or 6) are of an alignment used by the enemy, so they're nearly impossible for the enemy to defeat.

Tip

Big and bad doesn't mean a thing in these battles where alignments are king. Consider dropping those high-cost monsters in favor of less expensive Level 1 and 2 monsters. Put at least four or five Level 5 or 6 monsters in your Deck and use the lower-level monsters as Tributes to get the stronger creatures out. Use the extra Deck Capacity to put in valuable Spell Cards such as "Raigeki" and "Soul of the Pure."

Chevalier #1 (A)

The first Chevalier on the west path uses a Forest, Thunder, and Earth Deck. Thus make a Deck of Wind, Earth, and Pyro alignments mixed with Traps such as "Invisible Wire," and Spells such as "Beckon to Darkness."

Sample Cards: Chevalier #1

Name	Level	Type	Summon	ATK	DEF
"Immortal of Thunder, The"	4	Thunder	Thunder	1500	1300
"Kaminari Attack"	5	Thunder	Thunder	1900	1400
"Karbonala Warrior"	4	Warrior	Earth	1500	1200
"Minomushi Warrior"	4	Rock	Earth	1300	1200
"Mystic Horseman"	4	Beast	Forest	1300	1550
"Nekogal #2"	6	Beast-Warrior	Forest	1900	2000
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Tripwire Beast"	4	Thunder	Thunder	1200	1300
"Twin-Headed Thunder Dragon"	7	Thunder	Thunder	2800	2100
"Warrior Elimination"	N/A	Spell	N/A	N/A	N/A

Chevalier #2 (B)

The second Chevalier on the west path uses a Dreams and Aqua Deck. Make a Deck of Fiend and Thunder alignments mixed with Traps such as "Invisible Wire," and Spells such as "Beckon to Darkness."

Sample Cards: Chevalier #2

Name	Level	Type	Summon	ATK	DEF
"Enchanting Mermaid"	3	Fish	Aqua	1200	900
"Fiend Reflection #1"	4	Winged Beast	Dreams	1300	1400
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"High Tide Gyojin"	4	Aqua	Aqua	1650	1300
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Maiden of the Moonlight"	4	Magician	Dreams	1500	1300
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Mystical Sheep #1"	3	Beast	Dreams	1150	900
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050
"Violent Rain"	4	Aqua	Aqua	1550	800
"Water Omotics"	4	Aqua	Aqua	1400	1200

Chevalier #3 (C)

Fiend, Wind, and Pyro alignment monsters are prevalent in this Chevalier's Deck. Rely on Light, Earth, and Aqua monsters mixed with the normal Traps and Spells to eliminate enemies without direct attacks. "Revival Jam" and "Hourglass of Life" are good cards to include.

Sample Cards: Chevalier #3

Name	Level	Type	Summon	ATK	DEF
"Cannon Soldier"	4	Machine	Fiend	1400	1300
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Fire Kraken"	4	Aqua	Pyro	1600	1500
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Lisark"	4	Beast	Wind	1300	1300
"Magical Ghost"	4	Zombie	Fiend	1300	1400
"Skull Red Bird"	4	Winged Beast	Wind	1550	1200
"Stuffed Animal"	3	Warrior	Fiend	1200	900
"Takuhee"	4	Winged Beast	Wind	1450	1000
"Whiptail Crow"	4	Fiend	Fiend	1650	1600

Chevalier #4 (D)

The first Chevalier on the east path uses a Deck full of Aqua, Pyro, and Wind alignment monsters. Pack your own Deck with Thunder, Aqua, and Forest alignments. Make sure none of the high-level monsters in your Deck are of the Pyro alignment, or the opponent's Aqua monsters will eliminate them immediately.

Sample Cards: Chevalier #4

Name	Level	Type	Summon	ATK	DEF
"Armored Lizard"	4	Reptile	Aqua	1500	1200
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Fireyarou"	140	Pyro	Pyro	1300	1000
"Flying Kamakiri #2"	183	Insect	Wind	1500	800
"Grappler"	140	Reptile	Aqua	1300	1200
"Skullbird"	61	Winged Beast	Wind	1900	1700

Chevalier #5 (E)

The second Chevalier on the east path has a Deck of Earth and Light alignment cards. Use Shadow and Wind alignments against him with a good mixture of Trap and Spell Cards.

Sample Cards: Chevalier #5

Name	Level	Type	Summon	ATK	DEF
"Ancient Elf"	4	Magician	Light	1450	1200
"Destroyer Golem"	4	Rock	Earth	1500	1000
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Kanan the Swordmistress"	4	Warrior	Earth	1400	1400
"Karate Man"	87	Warrior	Earth	1000	1000
"Maha Vailo"	4	Magician	Light	1550	1400
"Shining Friendship"	140	Fairy	Light	1300	1100
"Statue of Easter Island, The"	4	Rock	Earth	1100	1400
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A

Chevalier #6 (F)

The third Chevalier on the east path uses a Deck of Fiend, Thunder, and Forest alignment cards. Construct a Deck with Light, Earth, and Pyro alignments to make short work of him. Don't forget those valuable Spells and Traps.

Sample Cards: Chevalier #6

Name	Level	Type	Summon	ATK	DEF
"Baron of the Fiend Sword"	195	Fiend	Shadow	1550	800
"Bolt Penguin"	3	Thunder	Thunder	1100	800
"Dark King of the Abyss"	3	Fiend	Shadow	1200	800
"Giant Germ"	2	Fiend	Shadow	1000	100
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Immortal of Thunder, The"	4	Thunder	Thunder	1500	1300
"Kuwagata A"	130	Insect	Forest	1250	1000
"Mystic Tomato"	4	Plant	Forest	1400	1100
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Tripwire Beast"	140	Thunder	Thunder	1200	1300
"Versago the Destroyer"	3	Fiend	Shadow	1100	900

PARA AND DOX (G)

A tag Duel with Para and Dox!

Just when you think you're in the clear and almost to Pegasus, your old friends Para and Dox drop in for a Duel. As before, battle either Para or Dox while Yugi takes on the other.

Para and Dox both start out with 10,000 LP, while you must Duel with whatever points remain after

defeating the three Chevaliers. Don't be stingy playing healing cards. These battles aren't much tougher than the Chevaliers. The opponents rely heavily on alignments, which means the Deck you've been using will work well once again, with some adjustments.

Para's Deck focuses on Earth, Forest, and Thunder alignment, so make a Deck with Wind, Pyro, and Earth alignment monsters. The higher-level monsters in your Deck should be Earth or Forest. His Earth monsters eliminate Thunder monsters quickly. Dox uses a mixture of Aqua, Pyro, and Forest alignments. Create a Deck with Aqua, Thunder, and Pyro if you plan to challenge him. Make sure your strongest monsters are of the Aqua, Thunder, or Earth alignments. Keep the rest of the Deck the same as you used against the Chevaliers.

Sample Cards: Para

Name	Level	Type	Summon	ATK	DEF
"Destroyer Golem"	4	Rock	Earth	1500	1000
"Gate Guardian"	1	Warrior	Divine	3750	3400
"Immortal of Thunder, The"	4	Thunder	Thunder	1500	1300
"Invisible Wire"	N/A	Trap	N/A	N/A	N/A
"Kojikocy"	4	Warrior	Earth	1500	1200
"Mystic Tomato"	4	Plant	Forest	1400	1100
"Soul of the Pure"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A

Sample Cards: Dox

Name	Level	Type	Summon	ATK	DEF
"Crazy Fish"	4	Fish	Aqua	1600	1200
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Jirai Gumo"	4	Insect	Forest	2200	100
"Lisark"	4	Beast	Wind	1300	1300
"Suijin"	7	Aqua	Aqua	2500	2400
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A
"UFO Turtle"	4	Machine	Pyro	1400	1200

Can Yugi handle both Para and Dox?

Just when Yugi thinks he's on the ropes, his "Dark Magician" comes to the rescue! Even though you and Yugi have beaten Para and Dox fair and square, these two don't give up, and they won't let you pass until you Duel again. Knowing what's at stake, Yugi takes on both of them, allowing you to continue to find and defeat Pegasus on your own.

After you leave Yugi to battle it out with Para and Dox, another Chevalier is ready to Duel just before the exit to the World Map. It isn't necessary to Duel this Chevalier. If you lose, you must start over at the beginning of the Dungeon and battle past Para and Dox once again. Don't start this fight unless you're certain you can finish it.

The battle with the last Chevalier is relatively easy. The only major twist is that the terrain is field instead of "Mountain." That means that Beast-Warriors and Warriors get the bonus in this Duel. Construct a Deck of Beast-Warriors and Warriors. The other catch is that the last Chevalier's Deck has no real theme, so the alignment strategy doesn't work. Rely more on Trap and Spell Cards to hold off the enemy, and use weaker monsters only as Tributes and to block incoming attacks. You can win with the Deck used to defeat Para and Dox, but it isn't as certain. Throw in a few combos, because alignments really don't matter in this Duel. Summon monsters such as "Baby Dragon" and "Time Wizard," or "Kuriboh" and "Multiply" to help get "Slifer the Sky Dragon" onto the field.

After the last Chevalier in the Dungeon has been defeated, return to Clock Tower Square to rest, save, and visit Grandpa's Gaming Shop to refine your Deck. Then it's time to invade Pegasus Castle.

Sample Cards: Chevalier #7 (H)

Name	Level	Type	Summon	ATK	DEF
"Darkfire Soldier #2"	4	Pyro	Pyro	1700	1100
"Fiend Sword"	4	Warrior	Fiend	1400	800
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Ground Attacker Bugroth"	4	Machine	Earth	1500	1000
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Mikazukinoyaiba"	7	Dragon	Light	2200	2350
"Mushroom Man #2"	3	Warrior	Forest	1250	800
"Mystic Clown"	4	Fiend	Shadow	1500	1000
"Rare Fish"	4	Fish	Aqua	1500	1200
"Skull Red Bird"	4	Winged Beast	Wind	1550	1200
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050

Pegasus Castle

- **A** Paradox
- **B** Bonz, Rex, Weevil, Mako, Espa, Mai
- **C** Seto and Mokuba
- **D** Pegasus and Reshef the Dark Being

Note

Pegasus Castle shares the same location on the World Map as Pegasus Island and Dungeon.

Deception and the Spirit Cards

You must have the Spirit Cards to get through this maze.

Surprisingly, Paradox meets you at the door to Pegasus Castle. The only way through the maze is to collect Spirit Cards that embody the spirits of fellow Duelists. You must win these Spirit Cards in Duels.

Pegasus has taken the spirits of Duelists you have defeated and placed them in his castle to prevent you from reaching him. According to Pegasus, they cannot be defeated. Head toward the door to the north and Bonz appears.

Dueling Bonz's Imposter

What's wrong with your ally?

The ally who aided you in clearing the Neo Ghouls from Domino City is back with a vengeance, and he doesn't intend to lose to you this time. His Deck relies heavily on Shadow, Dreams, and Fiend alignments. The Darkness terrain adds to his Deck's power and makes him a formidable opponent, especially for those who reached this point quickly.

Put some low-level Light, Fiend, and Dreams Monster Cards in your Deck as fuel to summon higher-level monsters. Be very careful when choosing the higher-level creatures. With the boost provided by the Darkness, Bonz's Level 5 and 6 monsters can easily cut through most others. Either take advantage of the Darkness, or change the terrain to eliminate this bonus. We strongly suggest adding "Soul Hunter," "Ushi Oni," "Dragon Seeker," "Morinphen," and any other Level 5 or 6 Fiend-Type monsters with an ATK of at least 1800 to your Deck. These cards, combined with Traps and Spells to buy time, make defeating Bonz easy. Top off the Deck with a few Fiend power-up Spells such "Axe of Despair."

If you continue north through the castle after defeating Bonz, he appears again for another Duel. This is what Bonz and Pegasus meant when they said the Duelist couldn't be defeated. There is a trick to this puzzle, but the solution requires leaving the castle.

Sample Cards: Bonz's Imposter

Name	Level	Type	Summon	ATK	DEF
"Baron of the Fiend Sword"	4	Fiend	Shadow	1550	800
"Barox"	5	Fiend	Forest	1800	2000
"Big Eye"	4	Fiend	Dreams	1200	1000
"Dark Assailant"	4	Zombie	Fiend	1200	1200
"Flame Ghost"	3	Zombie	Pyro	1000	800
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Magical Ghost"	4	Zombie	Fiend	1300	1400
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Mystic Clown"	4	Fiend	Shadow	1500	1000
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Skelgon"	6	Zombie	Fiend	1700	1900
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Violet Crystal"	N/A	Spell	N/A	N/A	N/A
"Wasteland"	N/A	Spell	N/A	N/A	N/A
"Whiptail Crow"	4	Fiend	Fiend	1650	1600
"Yaranzo"	4	Zombie	Fiend	1300	1500

Bonz's Spirit Card

The real Bonz is still in Italy.

Go to the World Map and travel to Italy. The real Bonz is in the tombs. Speak to Bonz, and then challenge him to a Duel. Bonz uses a Fiend Deck with lots of Zombies on a Wasteland terrain. The terrain provides a bonus for his monsters, so they're extra strong. Build a Deck of Light alignment monsters and it will be nearly impossible for Bonz to attack. Finish off the Deck with any Level 5 and 6 Rock, Zombie, or Dinosaur monsters of any alignment other than Dreams. If you don't have many monsters of this type, try switching the terrain to something more favorable. It robs his monsters of their bonus and provides bonuses for yours. This might be a long battle, but it should be simple.

Gracious in defeat, Bonz understands the weighty responsibility you carry for everyone and offers you his Spirit Card, "Pumpking the King of Ghosts." Return to Pegasus Castle and head to the north door to spawn the Bonz copy once more. Duel this phony again and defeat him for the last time.

Sample Cards: Bonz

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Armored Zombie"	3	Zombie	Fiend	1500	0
"Baron of the Fiend Sword"	4	Fiend	Shadow	1550	800
"Dragon Zombie"	3	Zombie	Fiend	1600	0
"Fiend's Hand"	2	Zombie	Fiend	600	600
"Gravedigger Ghoul"	N/A	Spell	N/A	N/A	N/A

table cont.

Name	Level	Type	Summon	ATK	DEF
"Great Mammoth of Goldfine"	6	Zombie	Fiend	2200	1800
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Skelgon"	6	Zombie	Fiend	1700	1900
"Snake Hair, The"	4	Zombie	Fiend	1500	1200
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Violet Crystal"	N/A	Spell	N/A	N/A	N/A

DUELING REX'S IMPOSTER

Rex's Earth cards are tough!

After you defeat the copy of Bonz, go north through the door and Rex appears. Defeat him just as you defeated Bonz's imposter before you can leave the castle and challenge the real one.

Rex relies heavily on Earth alignment cards, mixed with a variety of monsters of a nonelemental alignment. Before the battle, restructure your Deck, loading it up with plenty of low-level Wind cards and a light mixture of Shadow, Light, and Fiend alignments. Use high-level Fiend alignment monsters such as those suggested for the Duel with Bonz's imposter. The terrain remains in Darkness, so they get a nice boost to their stats.

Sample Cards: Rex's Imposter

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Barrel Rock"	4	Rock	Earth	1000	1300
"Bracchio-raidus"	6	Dinosaur	Earth	2200	2000
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Destroyer Golem"	4	Rock	Earth	1500	1000
"Fairy Dragon"	4	Dragon	Light	1100	1200
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Lesser Dragon"	4	Dragon	Fiend	1200	1000
"Little D."	3	Dinosaur	Earth	1100	700
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Minomushi Warrior"	4	Rock	Earth	1300	1200
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Raise Body Heat"	N/A	Spell	N/A	N/A	N/A
"Sky Dragon"	6	Dragon	Wind	1900	1800
"Statue of Easter Island, The"	4	Rock	Earth	1100	1400
"Trakadon"	3	Dinosaur	Earth	1300	800

REX'S SPIRIT CARD

Fiends and Earth cards fill Rex's Deck.

After you defeat the copy of Rex, leave the castle and travel to Canada. Challenge the real Rex to win Rex's Spirit Card. The real Rex likes to play several Fiend cards in addition to his hard-hitting Earth alignment cards. Build a Deck of Wind and Light alignments to counter. Top off the Deck with high-level Fiend cards. The Duel takes place on a Wasteland terrain, so Rock, Zombie, and Dinosaur monsters get a bonus. Consider replacing the high-level cards with monsters of these types. Try the Deck used to conquer Rex's imposter. It may work.

With Rex's defeat, you receive his Spirit Card "Two-Headed King Rex." Stop by Domino City before returning to Rex's imposter to restore, save, and rest. Defeat Rex's imposter to move deeper into Pegasus Castle.

Sample Cards: Rex

Name	Level	Type	Summon	ATK	DEF
"Blackland Fire Dragon"	4	Dragon	Shadow	1500	800
"Crawling Dragon #2"	4	Dinosaur	Fiend	1600	1200
"Darkfire Dragon"	4	Dragon	Pyro	1500	1250
"Harpie's Feather Duster"	N/A	Spell	N/A	N/A	N/A
"Koumori Dragon"	4	Dragon	Fiend	1500	1200
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Megamorph"	N/A	Spell	N/A	N/A	N/A
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Serpent Night Dragon"	7	Dragon	Divine	2350	2400
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Uraby"	4	Dinosaur	Earth	1500	800

DUELING WEEVIL'S IMPOSTER

Pyro monsters aid you in this Duel.

Weevil Underwood is the next imposter you must defeat in Pegasus Castle. Weevil loves Insect-Type monsters, so pile plenty of Pyro alignment monsters into your Deck. Also throw in a handful of Wind and Light alignments just to be safe. Pyro alignments are an excellent choice for the high-level monsters in the Deck. It's even better if they're of the Fiend- and Magician-Type, so they receive the stat boost from the Darkness terrain. Weevil's imposter uses some surprisingly weak monsters, often having an ATK rating well below 1500. Level 4 cards usually hold up well in this battle, and they don't require a Tribute.

Sample Cards: Weevil's Imposter

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Bean Soldier"	4	Plant	Forest	1400	1300
"Darkworld Thorns"	3	Plant	Fiend	1200	900
"Drill Bug"	2	Insect	Earth	1100	200
"Flying Kamakiri #2"	4	Insect	Wind	1500	800
"Forest"	N/A	Spell	N/A	N/A	N/A
"Insect Soldiers of the Sky"	3	Insect	Wind	1000	800
"Kuwagata A"	4	Insect	Forest	1250	1000
"Kwagar Hercules"	6	Insect	Forest	1900	1700
"Mystic Tomato"	4	Plant	Forest	1400	1100
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Rose Spectre of Dunn"	6	Plant	Fiend	2000	1800
"Vile Germs"	N/A	Spell	N/A	N/A	N/A

WEEVIL'S SPIRIT CARD

Keep Pyro cards on the field to defeat the real Weevil.

With the imposter defeated, leave the castle and return to Domino City to rest and save. Travel to Galapagos to challenge the real Weevil Underwood.

Weevil feels right at home on this Dueling field. The Forest terrain greatly benefits Weevil's monsters. It improves the stats on Beasts, Beast-Warriors, Plants, and Insects. Either take advantage of this terrain when building your Deck, or quickly switch it to something that's in your favor.

The Deck used against Weevil's imposter should work just as well against Weevil. You may want to drop a couple of cards in favor of "Yami" to change the terrain. Weevil plays a lot of weak monsters but powers them up quickly. Use "Harpie's Feather Duster" to prevent this if possible.

Weevil isn't a gracious loser, but nonetheless he offers you his Spirit Card "The Insect Queen" after you defeat him. Return to Pegasus Castle and defeat Weevil's imposter once again to clear the path to the next Duelist.

Sample Cards: Weevil

Name	Level	Type	Summon	ATK	DEF
"Big Insect"	4	Insect	Forest	1200	1500
"Eradicating Aerosol"	N/A	Spell	N/A	N/A	N/A
"Flying Kamakiri #1"	4	Insect	Pyro	1400	900
"Giant Flea"	4	Insect	Forest	1500	1200
"Great Moth"	8	Insect	Forest	2600	2500
"Infinite Dismissal"	N/A	Trap	N/A	N/A	N/A
"Insect Armor with Laser Cannon"	N/A	Spell	N/A	N/A	N/A
"Killer Needle"	4	Insect	Forest	1200	1000
"Larvae Moth"	2	Insect	Forest	500	400
"Laser Cannon Armor"	N/A	Spell	N/A	N/A	N/A
"Pinch Hopper"	4	Insect	Forest	1000	1200

DUELING MAKO'S IMPOSTER

Thunder up your Deck against Mako's Aqua cards.

With the Weevil imposter defeated, return to Pegasus Castle. This time your opponent is a Mako imposter. Prepare your Deck to combat Mako's favorite alignment—Aqua. Load up with Thunder alignment cards and a few Aqua cards on the side. If possible, make nearly every Monster Card in your Deck a Thunder alignment card. Mako's imposter uses Aqua almost exclusively. A weak Level 1 Thunder alignment card can often survive the entire battle. Watch out for "Acid Trap Hole." Never attack unless there are no potential Traps on the opponent's side or unless you have more than one monster on the field.

Sample Cards: Mako's Imposter

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Amazon of the Seas"	4	Fish	Aqua	1300	1400
"Crazy Fish"	4	Fish	Aqua	1600	1200
"Fire Kraken"	4	Aqua	Pyro	1600	1500
"High Tide Gyojin"	4	Aqua	Aqua	1650	1300
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Power of Kaishin"	N/A	Spell	N/A	N/A	N/A
"Rare Fish"	4	Fish	Aqua	1500	1200
"Roaring Ocean Snake"	6	Aqua	Aqua	2100	1800
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Umi"	N/A	Spell	N/A	N/A	N/A
"Violent Rain"	4	Aqua	Aqua	1550	800
"Wow Warrior"	4	Fish	Aqua	1250	900

MAKO'S SPIRIT CARD

Defeat Mako to get "The Legendary Fisherman."

Travel back to Galapagos to find and challenge the real Mako. He senses you are as troubled as the sea and quickly agrees to a Duel. The terrain in this battle is sea, so be prepared for Mako's monster stats to benefit. The same Deck used against Mako's imposter will work here. He's still crazy about Aqua alignments, so Thunder alignments make short work of him. Also consider putting an "Eternal Drought" card into your Deck to wipe out all of Mako's Aqua cards on the field.

Mako gladly gives you his Spirit Card "The Legendary Fisherman" to aid with the battles to come. Return to Pegasus Castle and challenge the Mako imposter again using the same Deck. Then return home to prepare for the upcoming battle with Espa Roba.

Sample Cards: Mako

Name	Level	Type	Summon	ATK	DEF
"7 Colored Fish"	4	Fish	Aqua	1800	800
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Amphibian Beast"	6	Fish	Aqua	2400	2000
"Aqua Serpent"	4	Aqua	Aqua	1500	1200
"Crazy Fish"	4	Fish	Aqua	1600	1200
"Fiend Kraken"	4	Aqua	Aqua	1200	1400
"Fire Kraken"	4	Aqua	Pyro	1600	1500
"Great White"	4	Fish	Aqua	1600	800
"High Tide Gyojin"	4	Aqua	Aqua	1650	1300
"Kairyu-Shin"	5	Sea Dragon	Aqua	1800	1500
"Power of Kaishin"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Takriminos"	4	Sea Dragon	Aqua	1500	1200

Note

By now, your Deck Capacity is high enough that you can add a few cards to your Deck that have a higher cost. Spend a few Deck Capacity points to include some heavy hitters. But remember that high-level cards aren't always the answer. A Deck loaded with Level 1 cards can be just as deadly if the strategy behind the Deck is sound.

DUELING ESPA ROBA'S IMPOSTER

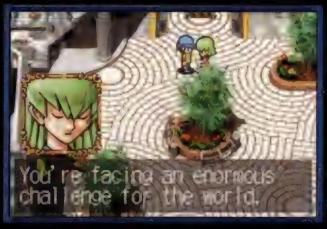
This imposter seems confident that your Dueling days are over.

Espa has a fairly diverse Deck, though he relies primarily on the strength of his Fiend, Light, and Dreams alignment cards. Counter this by including Light, Shadow, and Fiend alignment cards in your own Deck. His primary strategy is to bring out lots of Warriors and switch the terrain to field to give them a stat bonus. The best way to combat this is to fill your own Deck with five to six high-level Warriors or Beast-Warriors, with ATK of more than 1700. Then include at least one "Sogen" card to switch the terrain if the opponent takes too long doing so. Otherwise, rely heavily on your Trap and Spell Cards, because it's nearly impossible to play the alignment game against him.

Sample Cards: Espa Roba's Imposter

Name	Level	Type	Summon	ATK	DEF
"Amphibious Bugroth"	5	Aqua	Aqua	1850	1300
"Cannon Soldier"	4	Machine	Fiend	1400	1300
"Dimensional Warrior"	4	Warrior	Dreams	1200	1000
"Fiend Sword"	4	Warrior	Fiend	1400	800
"Gate Sword"	6	Warrior	Fiend	1800	1950
"Goblin's Secret Remedy"	N/A	Spell	N/A	N/A	N/A
"Ground Attacker Bugroth"	4	Machine	Earth	1500	1000
"Guardian of the Throne Room"	4	Machine	Light	1650	1600
"Holograh"	3	Machine	Light	1100	700
"Kojikocy"	4	Warrior	Earth	1500	1200
"Ookazi"	N/A	Spell	N/A	N/A	N/A
"Oscillo Hero"	3	Warrior	Dreams	1250	700
"Sogen"	N/A	Spell	N/A	N/A	N/A
"Stuffed Animal"	3	Warrior	Fiend	1200	900
"Sword of Dark Destruction"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A

ESPA ROBA'S SPIRIT CARD



The real Espa Roba is in Clock Tower Square.

After defeating the imposter Espa Roba, return to Clock Tower Square to rest and save. Then stop and speak with the real Espa Roba just east of the exit to the World Map. The real Espa Roba uses a Deck similar to the one used by the fake Espa, so the same Deck works well in this Duel. The main difference is that the Duel starts on a field background, so all Warriors and Beast-Warriors automatically get the stat boost.

Espa offers his Spirit Card "Jinzo" to you once he's defeated. Return to Pegasus Castle to wipe out the Espa Roba imposter, and then rest and save again before exploring the castle further.

Sample Cards: Espa Roba

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Axe Raider"	4	Warrior	Earth	1700	1150
"Cyber Falcon"	4	Machine	Wind	1400	1200
"Cyber Raider"	4	Warrior	Thunder	1400	1000
"Fiend Megacyber, The	6	Warrior	Fiend	2200	1200
"Gradius"	4	Machine	Dreams	1200	800
"Guardian of the Throne Room"	4	Machine	Light	1650	1600
"Machine Conversion Factory"	N/A	Spell	N/A	N/A	N/A
"Mechanicalchaser"	4	Machine	Fiend	1850	800
"Reflect Bounder"	4	Magician	Fiend	1700	1000

DUELING MAI VALENTINE'S IMPOSTER

Mai's imposter is as tough as the real thing.

Mai's imposter gets right into the Duel. The imposter's Deck has a mixture of alignments that is difficult to get a handle on but focuses heavily on Wind alignments. Build a Deck from Forest alignments with a few Shadow and Fiend alignments for backup. Most of the cards played have a relatively low ATK, so if you can quickly get out a monster with a high ATK, it can dominate for a long time. The opponent uses "Acid Trap Hole" frequently, so send in weak cards before attacking with your best.

Sample Cards: Mai Valentine's Imposter

Name	Level	Type	Summon	ATK	DEF
"Acid Trap Hole"	N/A	Trap	N/A	N/A	N/A
"Boo Koo"	2	Magician	Light	650	500
"Dark Witch"	5	Fairy	Light	1800	1700
"Fiend Reflection #2"	4	Winged Beast	Dreams	1100	1400
"Follow Wind"	N/A	Spell	N/A	N/A	N/A
"Mavelus"	4	Winged Beast	Pyro	1300	900
"Senju of the Thousand Hands"	4	Fairy	Light	1400	1000
"Shining Friendship"	4	Fairy	Light	1300	1100
"Skullbird"	6	Winged Beast	Wind	1900	1700
"Skull Red Bird"	4	Winged Beast	Wind	1550	1200
"Spirit of the Books"	4	Winged Beast	Wind	1400	1200
"Takuhee"	4	Winged Beast	Wind	1450	1000

MAI'S SPIRIT CARD

Mai is more than happy to help you in your quest.

After returning to Clock Tower Square to rest, travel to Domino Pier and talk to the real Mai, who's still on board the ship. She's willing to help and ready to Duel at any time.

Mai uses her special Harpie Lady Deck, which is also heavy on Wind alignments but has enough Earth and Pyro cards that you're forced to consider them. Load up primarily on Forest alignments, but not for high-level monsters, because she can eliminate these easily. Back up the Forest cards with Wind and Aqua. Both Wind and Aqua are also good choices for those high-level cards, because Mai really doesn't have anything in her Deck that can stop them easily. Beware of Mai's Traps and Spells. Use a "Harpie's Feather Duster" to prevent her from powering up her monsters. The Duel takes place on Mountain terrain, so put as many Dragon, Winged Beast, and Thunder monsters in your Deck as possible. Otherwise, change the terrain early in the Duel.

Mai gives you her Spirit Card "Harpie Lady" after being defeated. Now, it's time to return to Pegasus Castle to defeat the final imposter.

Tip

You may want to revert to the Deck you used previously to beat the imposter.

Sample Cards: Mai Valentine

Name	Level	Type	Summon	ATK	DEF
"Amazon Archers"	N/A	Trap	N/A	N/A	N/A
"Amazon Chain Master"	4	Warrior	Earth	1500	1300
"Amazon Fighter"	4	Warrior	Earth	1500	1300
"Crimson Sunbird"	6	Winged Beast	Pyro	2300	1800
"Electro-Whip"	N/A	Spell	N/A	N/A	N/A
"Harpie Lady Sisters"	6	Winged Beast	Wind	1950	2100
"Harpie Lady"	4	Winged Beast	Wind	1300	1400
"Harpie's Feather Duster"	N/A	Spell	N/A	N/A	N/A
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A

DUELING MOKUBA

Mokuba's under Reshef's control.

As you finally make it through the last door, you witness the final blows of a Duel between Seto and a Chevalier. Though you're there to help defeat Pegasus and Reshef the Dark Being, Seto wants to deal with Pegasus on his own. Ishizu can't convince Seto that he cannot stand against Pegasus alone, because Seto's pride can't allow him to recognize there is strength with allies.

Suddenly Mokuba appears and challenges his own brother to a Duel. Someone or something has taken control of Mokuba's spirit and Seto can't bring himself to battle his own brother. Ishizu thinks you should Duel Mokuba to break the mind-control spell he's under. Agree to take Seto's place and Duel Mokuba.

Mokuba's Deck is all over the place. It relies heavily on a high Deck Capacity, which allows Mokuba to play very strong Level 4 cards. This gives him a distinct advantage unless your Deck is very well thought out. First of all, Deck Capacity has nothing to do with success or failure in this Duel. All that matters is managing your cards and developing a real strategy to your Deck.

Pick a terrain and build around it to give yourself an advantage in the Duel. It doesn't matter what you choose. Then give yourself plenty of inexpensive, low-level creatures as fuel to bring out higher-level monsters. Put in the god cards and about five or six Level 5 or 6 monsters. Combine this with Traps such as "Invisible Wire," "Widespread Ruin," and "Infinite Dismissal" to buy some time during the

Duel to bring out those high-level monsters. Add Spells that strengthen the monsters chosen, change the terrain, and add Spells such as "Beckon to Darkness" and "Raigeki."

There's a good chance you won't be anywhere near your Deck Capacity. Replace some of the low-level cards with Level 4 cards, or those with great effects such as "Revival Jam" or "Fiend's Hand." Upgrade a Spell or two, such as dropping a "Goblin's Secret Remedy" in favor of a "Soul of the Pure." Also check out Grandpa's Gaming Shop. By now you should have a nice chunk of change to spend on a few powerful cards to add to your Deck. This really helps refine your Deck. At the end, you should have a Deck that can easily thwart Mokuba's powerful monsters.

Sample Cards: Mokuba

Name	Level	Type	Summon	ATK	DEF
"Darkfire Soldier #1"	4	Pyro	Pyro	1700	1150
"High Tide Gyojin"	4	Aqua	Aqua	1650	1300
"Immortal of Thunder, The"	4	Thunder	Thunder	1500	1300
"Judge Man"	6	Warrior	Light	2200	1500
"Man-Eating Treasure Chest"	4	Fiend	Dreams	1600	1000
"Mechanicalchaser"	4	Machine	Fiend	1850	800
"Skull Red Bird"	4	Winged Beast	Wind	1550	1200
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Talons of Shurilane"	6	Fiend	Dreams	2100	2050
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A
"Widespread Ruin"	N/A	Trap	N/A	N/A	N/A
"Witty Phantom"	4	Fiend	Shadow	1400	1300

Dueling Seto

You must defeat Seto to win his god card.

Defeating Mokuba breaks the spell he was under. Grateful, (in his own way) that you helped his brother, Seto concedes that you should be the one to face Pegasus. And although he offers you his god card to use in your upcoming battle, it comes at a price. You must defeat Seto in order to gain his god card.

Not surprisingly, Seto starts the Duel with both barrels loaded. Don't shirk from summoning low-level cards to keep your LP intact. Pound away at Seto, pitting alignments against each other when possible and using all the Trap Cards you can, until a break in the action allows you to bring in stronger monsters.

The Deck you used against Mokuba should beat Seto. His strategy is a bit more refined, but he's still vulnerable to the same tactics. Just make sure he's unable to get a combination of the "X," "Y," and "Z" cards onto the field, or there'll be major trouble. With all the Machine-Type cards Seto tries to play, activate "Stain Storm" when Seto plays Machine-Type monsters. This Spell destroys all Machines on the opponent's field.

When the battle is over, Seto gives you his god card, "Obelisk the Tormentor." Add it to your Deck and get set for the big challenge by going home to save and rest. Pegasus awaits....

Sample Cards: Seto

Name	Level	Type	Summon	ATK	DEF
"Ancient Lamp"	3	Magician	Wind	900	1400
"Blue-Eyes White Dragon"	8	Dragon	Light	3000	2500
"Des Feral Imp"	4	Reptile	Fiend	1600	1800
"Heavy Storm"	N/A	Spell	N/A	N/A	N/A
"Megamorph"	N/A	Spell	N/A	N/A	N/A
"Shadow Spell"	N/A	Spell	N/A	N/A	N/A
"Steel Ogre Grotto #2"	6	Machine	Earth	1900	2200
"Swordstalker"	6	Warrior	Fiend	2000	1600
"X-Head Cannon"	4	Machine	Wind	1800	1500
"XZ-Tank Cannon"	6	Machine	Thunder	2400	2100
"Y-Dragon Head"	4	Machine	Pyro	1500	1600
"Z-Metal Tank"	4	Machine	Thunder	1500	1300

Tip

Structure your Deck to prepare for battle against both Pegasus and Reshef the Dark Being. You can't return to Domino City after you defeat Pegasus. Your Deck must be set up to defeat both Duelists.

Pegasus and Reshef the Dark Being

Pegasus's spirit must be freed from Reshef.

Pegasus, or Sol Chevalsky as he now prefers to be known, is under the spell of Reshef the Dark Being. With the Millennium Puzzle in his possession, Pegasus demands one more Duel.

Pegasus starts out with 20,000 LP, almost three times the number of LP with which you begin the Duel. To offset this LP mismatch, you must be clever with the use of your cards. Pegasus has powerful monsters to summon onto the field. Weigh your options carefully and let Pegasus make the first move before committing a monster to the Dueling field.

Prepare your Deck for this Duel before advancing to meet Pegasus. Once you move forward there's no going back. The two Duelists you're about to face are the toughest in the game. Their Decks are perfect and challenging even for someone with an extremely well-developed Deck.

Start by swapping out Monster Cards. You should have all three of the god cards in your Deck along with an equal share of Light and Dreams alignment monsters. Pegasus has a good variety of alignments in his Deck, but Reshef tends to use just Shadow and Fiend, so this setup helps in the second battle more than the first. That's ok—the second battle is much tougher. Put some high-level Shadow and Fiend monsters in the Deck. The Duels take place in Darkness, so use any Fiend- and Magician-Type monsters you have unless you plan to change the terrain.

Put in several types of Traps. "Acid Trap Hole" and "Widespread Ruin" are musts. "Torrential Tribute," "Infinite Dismissal," and "Anti Raigeki" are also very valuable if you can afford them. Traps buy you some much-needed time. Good Spells to include are "Dian Keto the Cure Master" for healing, "Beckon to Darkness" to help eliminate strong enemy monsters, "Harpie's Feather Duster" to wipe out the opponent's Trap and Spell Cards, and "Raigeki" to quickly decimate the opponent's monsters.

Getting the god cards onto the field is the big trick to winning both of these battles. To do so, look for combos such as "Kuriboh" and "Multiply" to quickly create Tributes. Other combos such as "Doron," "Toad Master," "Revival Jam," and "Spirit of the Books," combined with "Darkness Approaches," also allow you to create additional monsters quickly. Cards such as "Pot of Greed" and "Goddess of Whim" ensure that you get to the god cards quickly.

These battles are extremely challenging even with an incredible Deck. Don't expect to win easily. It will probably take many, many attempts. It may be best to opt out of putting an ante on each Duel, or at least on the second Duel with Reshef. Good luck!

Sample Cards: Pegasus

Name	Level	Type	Summon	ATK	DEF
"Bickuribox"	7	Fiend	Fiend	2300	2000
"Blue-Eyes Toon Dragon"	8	Dragon	Light	3000	2500
"Change of Heart"	N/A	Spell	N/A	N/A	N/A
"Dark Rabbit"	4	Beast	Fiend	1100	1500
"Dark-Eyes Illusionist"	2	Magician	Dreams	0	0
"Dragon Piper"	3	Pyro	Pyro	200	1800
"Harpie's Feather Duster"	N/A	Spell	N/A	N/A	N/A
"Illusionist Faceless Mage"	5	Magician	Dreams	1200	2200
"Jigen Bakudan"	2	Pyro	Dreams	200	1000
"Kaminarikozou"	2	Thunder	Thunder	700	600
"Manga Ryu-Ran"	7	Dragon	Fiend	2200	2600
"Oscillo Hero #2"	3	Thunder	Thunder	1000	500
"Parrot Dragon"	5	Dragon	Wind	2000	1300
"Red Archery Girl"	4	Aqua	Aqua	1400	1500
"Relinquished"	1	Magician	Divine	0	0
"Rogue Doll"	4	Magician	Light	1600	1000
"Ryu-Ran"	7	Dragon	Pyro	2200	2600
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Thousand-Eyes Restrict"	1	Magician	Divine	0	0
"Toon Alligator"	4	Reptile	Aqua	800	1600
"Toon Mermaid"	4	Aqua	Shadow	1400	1500
"Toon Summoned Skull"	6	Fiend	Fiend	2500	1200
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A

With Pegasus no longer under Reshef's control, it's time for the final battle!

After Pegasus is defeated, the spell Reshef had over him is dissolved. Joined by other Duelists, Yugi, Joey, and Seto, Pegasus relinquishes the missing piece of Yugi's Millennium Puzzle, resurrecting Yugi's alter-ego, Yami! With the support of the other Duelists, put Reshef the Dark Being back where he belongs. In a valiant show of strength, Yugi, Joey, and Seto try their best to blast Reshef with their most powerful cards. The rest is up to you. It's time for you to finish off this creature.

Sample Cards: Reshef the Dark Being

Name	Level	Type	Summon	ATK	DEF
"Castle of Dark Illusions"	4	Fiend	Shadow	1200	2500
"Change of Heart"	N/A	Spell	N/A	N/A	N/A
"Dark Rabbit"	4	Beast	Fiend	1100	1500
"Flash Assailant"	4	Fiend	Shadow	2000	2000
"King of Yamimakai"	5	Fiend	Fiend	2600	2300
"Mechanicalchaser"	4	Machine	Fiend	1850	800
"Megamorph"	N/A	Spell	N/A	N/A	N/A
"Monster Reborn"	N/A	Spell	N/A	N/A	N/A
"Nuvia the Wicked"	4	Fiend	Shadow	2000	800
"Obelisk the Tormentor"	12	Warrior	Divine	4000	4000
"Pot of Greed"	N/A	Spell	N/A	N/A	N/A
"Raigeki"	N/A	Spell	N/A	N/A	N/A
"Red Archery Girl"	4	Aqua	Aqua	1400	1500
"Slifer the Sky Dragon"	12	Dragon	Divine	4000	4000
"Swords of Revealing Light"	N/A	Spell	N/A	N/A	N/A
"Torrential Tribute"	N/A	Trap	N/A	N/A	N/A
"Tremendous Fire"	N/A	Spell	N/A	N/A	N/A
"Vorse Raider"	4	Warrior	Fiend	1900	1200
"Zombyra the Dark"	4	Warrior	Shadow	2100	500

With Reshef the Dark Being now returned to the darkness from which it came, the world has been saved and once again, good has triumphed over evil. A new, secret area opens on the World Map. After returning to Domino City to restore your LP and save your game, travel to this new area, where you can talk to and Duel all your favorites from the *Yu-Gi-Oh!* TV series. Congratulations! Your quest was long and arduous, but you made it! Duel to your heart's content to raise your level and Deck Capacity and secure all of those really great, almost unstoppable cards. The fun isn't over, it's just beginning.

CARD LIST

Monster Cards

30,000-YEAR WHITE TURTLE

NUMBER: 449 | COST: 116
STAR LEVEL: 5 | ATTACK: 1250
TYPE: Aqua | DEFENSE: 2100
SUMMON: Aqua | PASSWORD: 11714098

DESCRIPTION: A gigantic white turtle that has lived for 30,000 years. It is highly protected from damage.

COLORED FISH

NUMBER: 440 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fish | DEFENSE: 800
SUMMON: Aqua | PASSWORD: 23771716

DESCRIPTION: An extremely rare fish in the seven colors of a rainbow. Capturing it is not a feat to be taken lightly.

ABYSS FLOWER

NUMBER: 579 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Plant | DEFENSE: 400
SUMMON: Forest | PASSWORD: 40387124

DESCRIPTION: A rarely seen flower of symmetry with a thorny stem. It grows silently in deep darkness out of light's reach.

AERIS

NUMBER: 435 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fairy | DEFENSE: 1400
SUMMON: Earth | PASSWORD: —

DESCRIPTION: An earth fairy that has a rare quality about its style. It prefers to fight with weapons rather than spells.

AIR MARMOT OF NEFARIOUSNESS

NUMBER: 202 | COST: 37
STAR LEVEL: 2 | ATTACK: 400
TYPE: Beast | DEFENSE: 600
SUMMON: Fiend | PASSWORD: 75889523

DESCRIPTION: A ferocious marmot that has the horn and wings of a fiend. It attacks by hurling acorns.

AKIHIRON

NUMBER: 150 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Aqua | DEFENSE: 1400
SUMMON: Aqua | PASSWORD: 36904469

DESCRIPTION: A bizarre creature that hides itself in the safety of water. Its strange appearance is mind-boggling.

ALINSECTION

NUMBER: 477 | COST: 79
STAR LEVEL: 3 | ATTACK: 950
TYPE: Insect | DEFENSE: 700
SUMMON: Forest | PASSWORD: 70924884

DESCRIPTION: A large stag beetle whose large pincer is edged with saw blades. Its forelegs also serve as rasping saws.

ALLIGATOR'S SWORD

NUMBER: 761 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Beast | DEFENSE: 1200
SUMMON: Wind | PASSWORD: 64428736

DESCRIPTION: A lizardman that is highly skilled in the handling of swords. It swings its sword at the speed of sound.

ALLIGATOR'S SWORD DRAGON

NUMBER: 250 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Dragon | DEFENSE: 1500
SUMMON: Wind | PASSWORD: 03366982

DESCRIPTION: A lizardman with a dragon steed created from the fusion of a "Baby Dragon" and an "Alligator's Sword."

ALPHA THE MAGNET WARRIOR

NUMBER: 738 | COST: 233
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Rock | DEFENSE: 1700
SUMMON: Earth | PASSWORD: 99785935

DESCRIPTION: A magnetized monster that can meld with Beta and Gamma into one. The other two must be on the field to integrate with Alpha.

Amazon Cha

AMAZON CHAIN MASTER

NUMBER: 539 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1300
SUMMON: Earth | PASSWORD: —

DESCRIPTION: A combative female warrior who is skilled at using a chain. She lives in northern outlands where she hunts for pleasure.

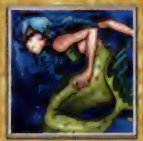
Amazon Fig

AMAZON FIGHTER

NUMBER: 630 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1300
SUMMON: Earth | PASSWORD: 55821894

DESCRIPTION: A female warrior who is an expert at hand-to-hand combat. She scatters foes with a wild dance of brutal kicks.

Amazon of



AMAZON OF THE SEAS

NUMBER: 626 | COST: 161
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Fish | DEFENSE: 1400
SUMMON: Aqua | PASSWORD: 17968114

DESCRIPTION: A blue-haired mermaid who serves a deity of the seven seas. She watches guard over an area of sanctity.

Amazon Swo

AMAZON SWORD WOMAN

NUMBER: 633 | COST: 207
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1600
SUMMON: Earth | PASSWORD: 94004268

DESCRIPTION: A female warrior who is an expert at battling with a sword. She easily wields a heavy sword in one hand.

Ameba

AMEBA

NUMBER: 484 | COST: 19
STAR LEVEL: 1 | ATTACK: 300
TYPE: Aqua | DEFENSE: 350
SUMMON: Aqua | PASSWORD: 95174353

DESCRIPTION: A gelatinous monster that engulfs prey completely from above. It digests the trapped prey slowly to cause damage.

Amphibian

AMPHIBIAN BEAST

NUMBER: 248 | COST: 231
STAR LEVEL: 6 | ATTACK: 2400
TYPE: Fish | DEFENSE: 2000
SUMMON: Aqua | PASSWORD: 67371383

DESCRIPTION: A creature that attacks quickly like a beast while on land. In water, it strikes fast like a fish.

Amphibious

AMPHIBIOUS BUGROTH

NUMBER: 639 | COST: 50
STAR LEVEL: 5 | ATTACK: 1850
TYPE: Aqua | DEFENSE: 1300
SUMMON: Aqua | PASSWORD: 40173854

DESCRIPTION: A Terra Bugroth that has undergone major retrofitting. It is now capable of use in water as well as on land.

Ancient El

ANCIENT ELF

NUMBER: 433 | COST: 172
STAR LEVEL: 4 | ATTACK: 1450
TYPE: Magician | DEFENSE: 1200
SUMMON: Light | PASSWORD: 93221206

DESCRIPTION: An elf that has lived for thousands upon thousands of years. It controls elementals to attack foes.

Ancient Ja

ANCIENT JAR

NUMBER: 167 | COST: 22
STAR LEVEL: 1 | ATTACK: 400
TYPE: Rock | DEFENSE: 200
SUMMON: Earth | PASSWORD: 81492226

DESCRIPTION: An easily broken jar that was made in ancient times. Something appears to lurk within its murky confines.

Ancient La

ANCIENT LAMP

NUMBER: 535 | COST: 161
STAR LEVEL: 3 | ATTACK: 900
TYPE: Magician | DEFENSE: 1400
SUMMON: Wind | PASSWORD: —

DESCRIPTION: An animated magic lamp. It can summon a "La Jinn the Mystical Genie of the Lamp" if there is open space on the own field.

Ancient Tr

ANCIENT TREE OF ENLIGHTENMENT

NUMBER: 273 | COST: 183
STAR LEVEL: 3 | ATTACK: 600
TYPE: Plant | DEFENSE: 1500
SUMMON: Forest | PASSWORD: 86421986

DESCRIPTION: An ancient tree that grew enlightened over many long years. It uses its vast knowledge to avoid many kinds of attacks.

Ansatsu

ANSATSU

NUMBER: 127 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Warrior | DEFENSE: 1200
SUMMON: Shadow | PASSWORD: 48365709

DESCRIPTION: A stealthy warrior that is a deadly assassination specialist. It cunningly sneaks up on targets without a sound in darkness.

AQUA DRAGON

NUMBER: 442 | COST: 168
STAR LEVEL: 5 | ATTACK: 2250
TYPE: Sea Dragon | DEFENSE: 1900
SUMMON: Aqua | PASSWORD: 86164529

DESCRIPTION: A furtive dragon that lurks quietly out of sight underwater. It attacks by shooting blocks of water from its mouth.

AQUA MADOOR

NUMBER: 213 | COST: 319
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Magician | DEFENSE: 2000
SUMMON: Aqua | PASSWORD: 85639257

DESCRIPTION: A masked magician with the power to manipulate water. It creates thick walls of water to crush foes.

AQUA SERPENT

NUMBER: 254 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Aqua | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: —

DESCRIPTION: An aquatic serpent that crawls along the bottom of the sea. It suddenly appears and attacks when it spots prey.

AQUA SNAKE

NUMBER: 446 | COST: 95
STAR LEVEL: 3 | ATTACK: 1050
TYPE: Aqua | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 12436646

DESCRIPTION: An aqueous snake with the eyes of a bug and an orb on its tail. The orb is used to hypnotize foes so that they drown.

ARLOWNAY

NUMBER: 180 | COST: 87
STAR LEVEL: 3 | ATTACK: 800
TYPE: Plant | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 14708569

DESCRIPTION: A female being that lurks in a flower to cast toxic dust. She is very dangerous and must not be approached.

ARMAILL

NUMBER: 172 | COST: 140
STAR LEVEL: 3 | ATTACK: 700
TYPE: Warrior | DEFENSE: 1300
SUMMON: Pyro | PASSWORD: 53153481

DESCRIPTION: A remarkable warrior with a tail that is in the form of a sword. It launches 3-hit attacks with its two arms and its tail.

ARMED NINJA

NUMBER: 469 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Warrior | DEFENSE: 300
SUMMON: Aqua | PASSWORD: 09076207

DESCRIPTION: A stealthy ninja who is colored blue entirely from head to toe. He attacks with a large sickle and his spiked feet.

ARMORED LIZARD

NUMBER: 51 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Reptile | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 15480588

DESCRIPTION: As its name implies, this lizard is clad in an armor-like hide. A bite of its cavernous mouth can be deadly.

ARMORED STARFISH

NUMBER: 615 | COST: 161
STAR LEVEL: 4 | ATTACK: 850
TYPE: Aqua | DEFENSE: 1400
SUMMON: Aqua | PASSWORD: 17535588

DESCRIPTION: A greenish starfish with a tough and durable body surface. The stiff body gives it relatively high defense.

ARMORED ZOMBIE

NUMBER: 96 | COST: 183
STAR LEVEL: 3 | ATTACK: 1500
TYPE: Zombie | DEFENSE: 0
SUMMON: Fiend | PASSWORD: 20277860

DESCRIPTION: An armored warrior that returned from the dead with evil intent. It waves its sword wildly with seemingly no control.

ASURA PRIEST

NUMBER: 514 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Fairy | DEFENSE: 1200
SUMMON: Dreams | PASSWORD: 02134346

DESCRIPTION: A fairy of dreams, and a deity of war in the Far East. Using its six arms, it effortlessly mows down enemies.

Axe Raider

AXE RAIDER

NUMBER: 78
STAR LEVEL: 4
TYPE: Warrior
SUMMON: Earth
COST: 233
ATTACK: 1700
DEFENSE: 1150
PASSWORD: 48305365

DESCRIPTION: A wild and primitive warrior that arms itself with an axe. It metes out powerful blows by swinging its axe in one hand.

Ert A1700 D1150

Barox

BAROX

NUMBER: 86
STAR LEVEL: 5
TYPE: Fiend
SUMMON: Forest
COST: 86
ATTACK: 1800
DEFENSE: 2000
PASSWORD: 06840573

DESCRIPTION: A winged creature that flies about freely in full darkness. It punches foes with its long and hairy arms.

For A1800 D2000

B. Dragon

B. DRAGON JUNGLE KING

NUMBER: 571
STAR LEVEL: 6
TYPE: Dragon
SUMMON: Forest
COST: 116
ATTACK: 2100
DEFENSE: 1800
PASSWORD: 89832901

DESCRIPTION: A jet-black dragon that makes its home in dense jungles. Its huge teeth enable it to crush and devour trees.

For A2100 D1800

Barrel Dra

BARREL DRAGON

NUMBER: 743
STAR LEVEL: 7
TYPE: Machine
SUMMON: Shadow
COST: 30
ATTACK: 2600
DEFENSE: 2200
PASSWORD: 81480460

DESCRIPTION: A mechanical dragon fitted with cannons. It can wipe out up to 3 monsters on the opponent's field with a 2-in-1 success rate.

Shd A2600 D2200

B. Skull D

B. SKULL DRAGON

NUMBER: 217
STAR LEVEL: 9
TYPE: Dragon
SUMMON: Fiend
COST: 5
ATTACK: 3200
DEFENSE: 2500
PASSWORD: 11901678

DESCRIPTION: A fiendish dark dragon that is of extremely high rarity. It is the fusion of a rare fiend and a dragon.

Fnd A3200 D2500

Barrel Lil

BARREL LILY

NUMBER: 489
STAR LEVEL: 3
TYPE: Plant
SUMMON: Forest
COST: 103
ATTACK: 1100
DEFENSE: 600
PASSWORD: 67841515

DESCRIPTION: A dangerous lily that acts very much like a nature-made pistol. It attacks by shooting "bullets" of pollen.

For A1100 D 600

Baby Drago

BABY DRAGON

NUMBER: 4
STAR LEVEL: 3
TYPE: Dragon
SUMMON: Earth
COST: 121
ATTACK: 1200
DEFENSE: 700
PASSWORD: 88819587

DESCRIPTION: Despite its infancy, this dragon must not be taken lightly. The power it embodies is unimaginable.

Ert A1200 D 700

Barrel Roc

BARREL ROCK

NUMBER: 455
STAR LEVEL: 4
TYPE: Rock
SUMMON: Earth
COST: 140
ATTACK: 1000
DEFENSE: 1300
PASSWORD: 10476868

DESCRIPTION: A rock-hard monster with machine guns mounted on its shoulders. It rams foes while shooting the machine guns steadily.

Ert A1000 D1300

Banisher o

BANISHER OF THE LIGHT

NUMBER: 162
STAR LEVEL: 3
TYPE: Fairy
SUMMON: Light
COST: 319
ATTACK: 100
DEFENSE: 2000
PASSWORD: 61528025

DESCRIPTION: A forbidding figure that has been made the guardian of light. He has been commanded to banish those who serve the dark side.

Lgt A 100 D2000

Basic Inse

BASIC INSECT

NUMBER: 50
STAR LEVEL: 2
TYPE: Insect
SUMMON: Forest
COST: 47
ATTACK: 500
DEFENSE: 700
PASSWORD: 89091579

DESCRIPTION: An insect with oversized front legs that lives in a swarm. Forests are paradise to them.

For A 500 D 700

Baron of t

BARON OF THE FIEND SWORD

NUMBER: 103
STAR LEVEL: 4
TYPE: Fiend
SUMMON: Aqua
COST: 195
ATTACK: 1550
DEFENSE: 800
PASSWORD: 86325596

DESCRIPTION: A noble who brandishes a sword imbued with dark emotions. He chases down quarry with grim and relentless purpose.

Shd A1550 D 800

Bat

BAT

NUMBER: 411
STAR LEVEL: 1
TYPE: Machine
SUMMON: Fiend
COST: 19
ATTACK: 300
DEFENSE: 350
PASSWORD: 72076281

DESCRIPTION: A mechanical bat that is used to undertake bombing missions. It carries bombs under its wings.

Fnd A 300 D 350

BATTLE OX

NUMBER: 26 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Beast-Warrior | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 05053103

DESCRIPTION: A fearsome ox monster that wields the power of Axe Crusher. When used, it eliminates all fire types from the enemy field.

BATTLE STEER

NUMBER: 14 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Beast-Warrior | DEFENSE: 1300
SUMMON: Fiend | PASSWORD: 18246479

DESCRIPTION: A forest dwelling fiend that is part man and part ox. It attacks by lowering its head and ramming with its horn.

BATTLE WARRIOR

NUMBER: 100 | COST: 87
STAR LEVEL: 3 | ATTACK: 700
TYPE: Warrior | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 55550921

DESCRIPTION: A proud and muscle-bound warrior that has no use for weapons. Instead, it chooses to battle using only its bare knuckles.

BEAN SOLDIER

NUMBER: 511 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Plant | DEFENSE: 1300
SUMMON: Forest | PASSWORD: 84990171

DESCRIPTION: A courageous plant warrior that attacks with a knife and beans. Be careful—it is stronger than it looks.

BEAST OF GILFER

NUMBER: 778 | COST: 279
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Fiend | DEFENSE: 2500
SUMMON: Shadow | PASSWORD: 50287060

DESCRIPTION: A peculiar, dragon-like fiend. In return for its own demise, it can power down all monsters on the foe's field.

BEAST OF TALWAR

NUMBER: 798 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Fiend | DEFENSE: 2150
SUMMON: Fiend | PASSWORD: 11761845

DESCRIPTION: A fiend that bears a weapon that is highly exclusive for use. Even among fiends, only the swordplay experts may touch it.

BEASTKING OF THE SWAMPS

NUMBER: 258 | COST: 103
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Aqua | DEFENSE: 1100
SUMMON: Earth | PASSWORD: 99426834

DESCRIPTION: A terribly slimy being that makes its lair in boggy swamps. It can pull all monsters on the field and drown them in a swamp.

BEAVER WARRIOR

NUMBER: 27 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Beast-Warrior | DEFENSE: 1500
SUMMON: Forest | PASSWORD: 32452818

DESCRIPTION: A small and furry warrior that is fully armored and armed. Though it is small, it has high defense in grasslands.

BERFOMET

NUMBER: 749 | COST: 41
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Fiend | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 77207191

DESCRIPTION: An immense being with huge wings that keep it aloft. The wings are said to be able to repel any wind.

BERSERK DRAGON

NUMBER: 647 | COST: 229
STAR LEVEL: 8 | ATTACK: 3500
TYPE: Zombie | DEFENSE: 0
SUMMON: Fiend | PASSWORD: 85605684

DESCRIPTION: A powerful zombie that can attack all enemy monsters at once. It powers down at the start of the foe's turn.

BETA THE MAGNET WARRIOR

NUMBER: 757 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Rock | DEFENSE: 1600
SUMMON: Earth | PASSWORD: 39256679

DESCRIPTION: A magnetized monster that fuses with Alpha and Gamma into one. The other two must be on the field to integrate with Beta.

BICKURIBOX

NUMBER: 385 | COST: 6
STAR LEVEL: 7 | ATTACK: 2300
TYPE: Fiend | DEFENSE: 2000
SUMMON: Fiend | PASSWORD: 25655502

DESCRIPTION: A bird-like fiend that hides inside a Jack-in-the-box case. It springs out without warning to strike.

BIG EYE

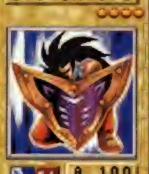
NUMBER: 171 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 1000
SUMMON: Dreams | PASSWORD: 16768387

DESCRIPTION: A bizarre being that has eyes peering from all over its body. It uses the numerous eyes to hypnotize its foes.

BIG INSECT

NUMBER: 49 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Insect | DEFENSE: 1500
SUMMON: Forest | PASSWORD: 53606874

DESCRIPTION: A gigantic ant that makes its home in deep forests and jungles. Its attack and defense stats are surprisingly high.



BIG SHIELD GARDNA

NUMBER: 758 | COST: 532
STAR LEVEL: 4 | ATTACK: 100
TYPE: Warrior | DEFENSE: 2600
SUMMON: Earth | PASSWORD: 65240384

DESCRIPTION: A legendary shield of a massive size and ornate design. It is said to have fended off a million-strong army in the past.

BITE SHOES

NUMBER: 776 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Fiend | DEFENSE: 300
SUMMON: Fiend | PASSWORD: 50122883

DESCRIPTION: A devious monster that has assumed the guise of a boot. If anyone were to put it on, it would bite off his foot.

BLACK LUSTER SOLDIER

NUMBER: 364 | COST: 999
STAR LEVEL: 8 | ATTACK: 3000
TYPE: Warrior | DEFENSE: 2500
SUMMON: Divine | PASSWORD: 05405694

DESCRIPTION: The strongest of all warriors, it suitably wears black. It equals the "Blue-Eyes White Dragon" in ability.

BLACKLAND FIRE DRAGON

NUMBER: 10 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Dragon | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 87564352

DESCRIPTION: A dragon that makes its lair deep in impenetrable darkness. Its power of vision is not very good.

BLADE KNIGHT

NUMBER: 568 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Warrior | DEFENSE: 1000
SUMMON: Earth | PASSWORD: —

DESCRIPTION: An armored warrior that, while on the own field, powers up if there is no more than one card in the player's hand.

BLAST JUGGLER

NUMBER: 417 | COST: 72
STAR LEVEL: 3 | ATTACK: 800
TYPE: Machine | DEFENSE: 900
SUMMON: Pyro | PASSWORD: 70138455

DESCRIPTION: A mechanical monster that has the body of a time bomb. Above all else it loves to explode.

BLAST SPHERE

NUMBER: 736 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Machine | DEFENSE: 1400
SUMMON: Pyro | PASSWORD: 26302522

DESCRIPTION: A mechanized bomb that has hooks used for latching onto its enemy. It defeats its foe with a devastating explosion.

BLOCKER

NUMBER: 416 | COST: 260
STAR LEVEL: 4 | ATTACK: 850
TYPE: Machine | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 34743446

DESCRIPTION: A peculiar machine made up of a jumble of parts that are weapons. The parts separate and attack in a swarm.

BLUE-EYED SILVER ZOMBIE

NUMBER: 139 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Zombie | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 35282433

DESCRIPTION: A horrifying being that fires a deadly ray from its one eye. The ray is said to turn victims into zombies.

BLUE-EYES TOON DRAGON

NUMBER: 767 | COST: 95
STAR LEVEL: 8 | ATTACK: 3000
TYPE: Dragon | DEFENSE: 2500
SUMMON: Light | PASSWORD: 53183600

DESCRIPTION: A cartoony dragon that was a "Blue-Eyes White Dragon." It had been drawn into the Toon World and transformed.

BLUE-EYES ULTIMATE DRAGON

NUMBER: 380 | COST: 999
STAR LEVEL: 12 | ATTACK: 4500
TYPE: Dragon | DEFENSE: 3800
SUMMON: Divine | PASSWORD: 23995346

DESCRIPTION: The ultimate of all dragons that has three awe-inspiring heads. It is formed by three "Blue-Eyes White Dragons."

BLUE-EYES WHITE DRAGON

NUMBER: 1 | COST: 95
STAR LEVEL: 8 | ATTACK: 3000
TYPE: Dragon | DEFENSE: 2500
SUMMON: Light | PASSWORD: 89631139

DESCRIPTION: A legendary dragon that takes pride in its enormous power. Its powers of destruction far exceed comprehension.

BOAR SOLDIER

NUMBER: 197 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Beast-Warrior | DEFENSE: 500
SUMMON: Earth | PASSWORD: 21340051

DESCRIPTION: A porcine beast warrior that wields a massive stone axe. It destroys everything that happens to be within sight.

BOLT ESCARGOT

NUMBER: 460 | COST: 7
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Thunder | DEFENSE: 1500
SUMMON: Thunder | PASSWORD: 12146024

DESCRIPTION: An enormous snail that spits a gooey, immobilizing fluid. After making the foe unable to move, it attacks with electricity.

BOLT PENGUIN

NUMBER: 461 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Thunder | DEFENSE: 800
SUMMON: Thunder | PASSWORD: 48531733

DESCRIPTION: A penguin with electric whips in the place of its wings. It stuns its foe with electricity, then garrotes them.

BONE MOUSE

NUMBER: 548 | COST: 22
STAR LEVEL: 1 | ATTACK: 400
TYPE: Zombie | DEFENSE: 300
SUMMON: Fiend | PASSWORD: 21239280

DESCRIPTION: A vengeful mouse that came back from the dead as a zombie. Its purpose is to exact revenge on the cat that killed it.

BONEHEIMER

NUMBER: 499 | COST: 65
STAR LEVEL: 3 | ATTACK: 850
TYPE: Aqua | DEFENSE: 400
SUMMON: Aqua | PASSWORD: 98456117

DESCRIPTION: A sea horse that wanders with the waves in search of prey. It feeds by draining the prey of all body fluids.

BOO KOO

NUMBER: 486 | COST: 42
STAR LEVEL: 2 | ATTACK: 650
TYPE: Magician | DEFENSE: 500
SUMMON: Light | PASSWORD: 68963107

DESCRIPTION: A strange magician that has taken the form of a book. Printed in its pages are spells of all kinds.

BOULDER TORTOISE

NUMBER: 518 | COST: 150
STAR LEVEL: 6 | ATTACK: 1450
TYPE: Aqua | DEFENSE: 2200
SUMMON: Earth | PASSWORD: 09540040

DESCRIPTION: A ponderous tortoise whose entire body is composed of boulders. Its defense rating is outstanding.

BRACCHIO-RAIDUS

NUMBER: 509 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Dinosaur | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 16507828

DESCRIPTION: A gargantuan dinosaur that has a thick and elongated neck. It stomps on anything that it discovers moving near its feet.

BURGLAR

NUMBER: 481 | COST: 65
STAR LEVEL: 3 | ATTACK: 850
TYPE: Beast | DEFENSE: 800
SUMMON: Forest | PASSWORD: 06297941

DESCRIPTION: A cunning, treacherous mouse with an outsized left claw arm. It uses the large claw to attack.

BUSTER BLADER

NUMBER: 137 | COST: 30
STAR LEVEL: 7 | ATTACK: 2600
TYPE: Warrior | DEFENSE: 2300
SUMMON: Earth | PASSWORD: 78193831

DESCRIPTION: An armor-clad earth warrior that powers up for every dragon monster on the opponent's field and in the graveyard.

BYSER SHOCK

NUMBER: 619 | COST: 86
STAR LEVEL: 5 | ATTACK: 800
TYPE: Fiend | DEFENSE: 600
SUMMON: Thunder | PASSWORD: 17597059

DESCRIPTION: A fiend that can return all face-down cards on both fields to the hands of both players if there is space in the hands.

CANDLE OF FATE

NUMBER: 242 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Fiend | DEFENSE: 600
SUMMON: Pyro | PASSWORD: 47695416

DESCRIPTION: A sinister candle in the form of a hand that decides destiny. It decides its foe's fate when the flame goes out.

CANNON SOLDIER

NUMBER: 512 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Machine | DEFENSE: 1300
SUMMON: Fiend | PASSWORD: 11384280

DESCRIPTION: A fiendish machine that is equipped with a topside cannon. Its attack power is on the high side.

CASTLE OF DARK ILLUSIONS

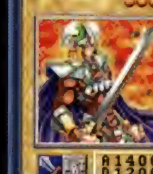
NUMBER: 83 | COST: 493
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 2500
SUMMON: Shadow | PASSWORD: 00062121

DESCRIPTION: Plunges both fields into darkness at the start of your turn. It also turns all own monsters in the own field face down.

CATAPULT TURTLE

NUMBER: 89 | COST: 86
STAR LEVEL: 5 | ATTACK: 1000
TYPE: Aqua | DEFENSE: 2000
SUMMON: Aqua | PASSWORD: 95727991

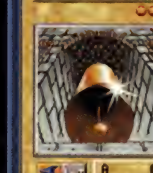
DESCRIPTION: A monster that can make all the unused monsters on the player's field disappear and hit the foe with their combined power.



CELTIC GUARDIAN

NUMBER: 41 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 1200
SUMMON: Light | PASSWORD: 90101050

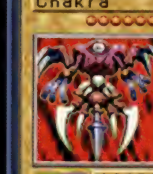
DESCRIPTION: An elf that has been given training in the ways of the sword. It befuddles the foe with lightning-quick attacks.



CEREMONIAL BELL

NUMBER: 222 | COST: 274
STAR LEVEL: 3 | ATTACK: 0
TYPE: Magician | DEFENSE: 1850
SUMMON: Light | PASSWORD: 20228463

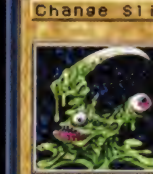
DESCRIPTION: A gleaming bell that is used to mark celebratory occasions. Its pealing brings solace to those that hear it.



CHAKRA

NUMBER: 709 | COST: 999
STAR LEVEL: 7 | ATTACK: 2450
TYPE: Fiend | DEFENSE: 2000
SUMMON: Divine | PASSWORD: 65393205

DESCRIPTION: A bizarre fiend that has the ability to alter its body shape. While it shifts shape, it strikes with tentacle-like arms.



CHANGE SLIME

NUMBER: 289 | COST: 22
STAR LEVEL: 1 | ATTACK: 400
TYPE: Aqua | DEFENSE: 300
SUMMON: Aqua | PASSWORD: 18914778

DESCRIPTION: A gelatinous slime that has an eye that protrudes from its body. It freely alters its body to assume a variety of guises.

CHARUBIN THE FIRE KNIGHT

NUMBER: 133 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Pyro | DEFENSE: 800
SUMMON: Pyro | PASSWORD: 37421579

DESCRIPTION: A knight in an enchanted armor that guards against fire. Because of it, he is unharmed even in an inferno.

CHIMERA THE FLYING MYTHICAL BEAST

NUMBER: 750 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Beast | DEFENSE: 1800
SUMMON: Dreams | PASSWORD: 04796100

DESCRIPTION: A beast that obtained enormous power by achieving fusion. However, its life lasts a mere five minutes.

CHIRON THE MAGE

NUMBER: 772 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Beast | DEFENSE: 1000
SUMMON: Earth | PASSWORD: —

DESCRIPTION: A centaur soldier that is clad in knight's armor for war. It can destroy one monster on the opponent's field.

CLAW REACHER

NUMBER: 178 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Fiend | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 41218256

DESCRIPTION: An armored fiend that can freely extend its arms as desired. It does so to skewer its foe with its sharply clawed hands.

CLOWN ZOMBIE

NUMBER: 98 | COST: 150
STAR LEVEL: 2 | ATTACK: 1350
TYPE: Zombie | DEFENSE: 0
SUMMON: Fiend | PASSWORD: 92667214

DESCRIPTION: A clown that has been resurrected by the power of darkness. Its stumbly dancing draws its audience to death's embrace.

COCKROACH KNIGHT

NUMBER: 479 | COST: 72
STAR LEVEL: 3 | ATTACK: 800
TYPE: Insect | DEFENSE: 900
SUMMON: Forest | PASSWORD: 33413638

DESCRIPTION: A gigantic cockroach that is equipped with a sword and armor. It can show up anywhere from shadows and confined spaces.

COCOON OF EVOLUTION

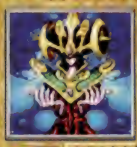
NUMBER: 72 | COST: 255
STAR LEVEL: 3 | ATTACK: 0
TYPE: Insect | DEFENSE: 2000
SUMMON: Forest | PASSWORD: 40240595

DESCRIPTION: An insect cocoon that is incapable of mounting an attack. It can take in an insect larva and make it evolve into maturity.

COMMAND ANGEL

NUMBER: 649 | COST: 289
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fairy | DEFENSE: 1900
SUMMON: Pyro | PASSWORD: —

DESCRIPTION: A combative fairy that, while on the own field, powers up all fairies on the same field.



COSMO QUEEN

NUMBER: 708 | COST: 999
STAR LEVEL: 8 | ATTACK: 2900
TYPE: Magician | DEFENSE: 2450
SUMMON: Divine | PASSWORD: 38999506

DESCRIPTION: A woman of distinguished demeanor and enormous power. She is said to rule over all the stars and planets in the cosmos.

CRAB TURTLE

NUMBER: 710 | COST: 999
STAR LEVEL: 8 | ATTACK: 2200
TYPE: Aqua | DEFENSE: 2350
SUMMON: Divine | PASSWORD: 91782219

DESCRIPTION: A powerful turtle from whose shell protrudes crab pincers. It is very strong in terms of both ATK and DEF.

CRASS CLOWN

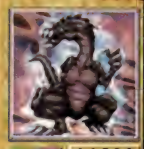
NUMBER: 95 | COST: 161
STAR LEVEL: 4 | ATTACK: 1350
TYPE: Fiend | DEFENSE: 1400
SUMMON: Dreams | PASSWORD: 93889755

DESCRIPTION: A malevolent clown that dances in the circus of darkness. Those that see its dance lose energy and strength.

CRAWLING DRAGON

NUMBER: 94 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Dragon | DEFENSE: 1400
SUMMON: Earth | PASSWORD: 67494157

DESCRIPTION: A dragon that grew weak and became incapable of flying. In spite of that, it still retains its power for attacking.



CRAWLING DRAGON #2

NUMBER: 81 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Dinosaur | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 38289717

DESCRIPTION: A ghoulish dinosaur with a mouth that pulverizes all it eats. Its attack power is quite high.

CRAZY FISH

NUMBER: 507 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Fish | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 53713014

DESCRIPTION: A maniacal flying fish whose head comes to a sharp point. It leaps at foes with its head thrust forward.

CRIMSON SUNBIRD

NUMBER: 467 | COST: 188
STAR LEVEL: 6 | ATTACK: 2300
TYPE: Winged Beast | DEFENSE: 1800
SUMMON: Pyro | PASSWORD: 46696593

DESCRIPTION: An inferno of a bird that blazes wildly in crimson all over. It loses a shower of embers with every flap of its wings.

CROW GOBLIN

NUMBER: 577 | COST: 50
STAR LEVEL: 5 | ATTACK: 1850
TYPE: Winged Beast | DEFENSE: 1600
SUMMON: Wind | PASSWORD: 77998771

DESCRIPTION: A winged goblin that is knowledgeable on numerous subjects. It is said to possess telekinetic powers.

CURSE OF DRAGON

NUMBER: 39 | COST: 86
STAR LEVEL: 5 | ATTACK: 2000
TYPE: Dragon | DEFENSE: 1500
SUMMON: Wind | PASSWORD: 28279543

DESCRIPTION: A yellow dragon that breathes the very flames of hell. Its fiery breath can turn the field into a wasteland.

CURTAIN OF THE DARK ONES

NUMBER: 104 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Magician | DEFENSE: 500
SUMMON: Shadow | PASSWORD: 22026707

DESCRIPTION: A possessed curtain made by magicians using special powers. It is said to enhance the power of magic users.

CYBER COMMANDER

NUMBER: 421 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Machine | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 06400512

DESCRIPTION: A combat-ready fighting machine with a large arsenal of weapons. Included in the arsenal are a rocket launcher and a bazooka.

CYBER FALCON

NUMBER: 295 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Machine | DEFENSE: 1200
SUMMON: Wind | PASSWORD: 30655537

DESCRIPTION: A mechanized falcon that is equipped with a powerful jet engine. It can fly at the speed of sound.

CYBER HARPIE

NUMBER: 673 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Winged Beast | DEFENSE: 1300
SUMMON: Wind | PASSWORD: 80316585

DESCRIPTION: A Harpie Lady who has been modified. She has the ability to power up Harpie's Pet Dragons on the player's field.

CYBER JAR

NUMBER: 158 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Rock | DEFENSE: 900
SUMMON: Shadow | PASSWORD: 34124316

DESCRIPTION: A pod-type robot of a jar-like design from a future world. It carries a powerful bomb inside its body.

CYBER RAIDER

NUMBER: 754 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 1000
SUMMON: Thunder | PASSWORD: 39978267

DESCRIPTION: A helmeted and muscular brute whose identity is a secret. He was a villain who perpetrated evil deeds in cyber space.

CYBER SAURUS

NUMBER: 508 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Machine | DEFENSE: 1400
SUMMON: Earth | PASSWORD: 89112729

DESCRIPTION: A machine in the form of a dinosaur with mismatched arms. One arm is fitted with a beam weapon.

CYBER SOLDIER

NUMBER: 413 | COST: 25
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Machine | DEFENSE: 1700
SUMMON: Fiend | PASSWORD: 44865098

DESCRIPTION: A mechanical soldier that serves the Machine King as a guard. It rolls its round body to quickly reach enemies.

CYBER-STEIN

NUMBER: 420 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Machine | DEFENSE: 500
SUMMON: Fiend | PASSWORD: 69015963

DESCRIPTION: An entirely evil machine created in an underground laboratory. It launches missiles from its mouth.

CYBER-TECH ALLIGATOR

NUMBER: 799 | COST: 279
STAR LEVEL: 5 | ATTACK: 2500
TYPE: Machine | DEFENSE: 1600
SUMMON: Wind | PASSWORD: 48766543

DESCRIPTION: A winged dragon that has been made powerful using technology. It was made a cyborg by its owner on its deathbed.

DANCING ELF

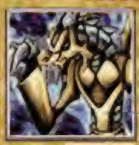
NUMBER: 395 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Fairy | DEFENSE: 200
SUMMON: Forest | PASSWORD: 59983499

DESCRIPTION: An angelic elf that reels and dances in the sky to music. The wings also serve as sharp blades.

DARK ASSAILANT

NUMBER: 241 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Zombie | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 41949033

DESCRIPTION: A terrifying assassin that reigns over the world of darkness. It is armed with a blade named Psycho Sword.



DARK CHIMERA

NUMBER: 87 | COST: 116
STAR LEVEL: 5 | ATTACK: 2100
TYPE: Fiend | DEFENSE: 1900
SUMMON: Shadow | PASSWORD: 32344688

DESCRIPTION: A powerful monster that dwells in the dark world of fiends. It attacks by breathing the fires of darkness.

DARK ELF

NUMBER: 551 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Magician | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 21417692

DESCRIPTION: A black-hearted elf that loves to fight above all else. It can be a troublesome enemy if it gets to strike first.

DARK FLARE KNIGHT

NUMBER: 645 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Warrior | DEFENSE: 800
SUMMON: Pyro | PASSWORD: 13722870

DESCRIPTION: A warrior of dark flames. If it is in the player's graveyard, it is able to summon a "Mirage Knight" to the own field.

DARK JEROID

NUMBER: 607 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 90980792

DESCRIPTION: An odd aqua fiend that, if it is on the own field, will power down a monster on the opponent's field.

DARK KING OF THE ABYSS

NUMBER: 169 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 53375573

DESCRIPTION: A powerful fiend that rules the dark world of the Abyss. It is said to have had the power to rule all that is darkness.

DARK MAGICIAN

NUMBER: 35 | COST: 20
STAR LEVEL: 7 | ATTACK: 2500
TYPE: Magician | DEFENSE: 2100
SUMMON: Shadow | PASSWORD: 36996508

DESCRIPTION: A sinister spellcaster that possesses both power and defense. It is among the best of all magicians.

DARK MAGICIAN GIRL

NUMBER: 760 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Magician | DEFENSE: 1700
SUMMON: Shadow | PASSWORD: 38033121

DESCRIPTION: A beautiful female counterpart to the male "Dark Magician." She powers up if there is a "Dark Magician" in the graveyard.

DARK MAGICIAN KNIGHT

NUMBER: 578 | COST: 20
STAR LEVEL: 7 | ATTACK: 2500
TYPE: Warrior | DEFENSE: 2100
SUMMON: Shadow | PASSWORD: —

DESCRIPTION: A "Dark Magician" that has earned the title of a knight. It has gained the mighty power of a warrior.

30,000-YEAR WHITE TURTLE

NUMBER: 138 | COST: 58
STAR LEVEL: 8 | ATTACK: 2200
TYPE: Fiend | DEFENSE: 2800
SUMMON: Shadow | PASSWORD: 31829185

DESCRIPTION: A gigantic white turtle that has lived for 30,000 years. It is highly protected from damage.

DARK PALADIN

NUMBER: 636 | COST: 76
STAR LEVEL: 8 | ATTACK: 2900
TYPE: Warrior | DEFENSE: 2400
SUMMON: Shadow | PASSWORD: 98502113

DESCRIPTION: A warrior that can destroy a spell on the opponent's field by discarding the far left card in the own hand.

DARK PLANT

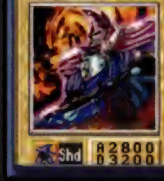
NUMBER: 123 | COST: 22
STAR LEVEL: 1 | ATTACK: 300
TYPE: Plant | DEFENSE: 400
SUMMON: Fiend | PASSWORD: 13193642

DESCRIPTION: A malignant flower grown in polluted soil with dark powers. It is extremely wild and vicious.

DARK RABBIT

NUMBER: 384 | COST: 183
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Beast | DEFENSE: 1500
SUMMON: Fiend | PASSWORD: 99261403

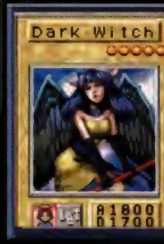
DESCRIPTION: A comedic rabbit from the world of American comics. It darts and dashes about very quickly.



DARK SAGE

NUMBER: 696 | COST: 5
STAR LEVEL: 9 | ATTACK: 2800
TYPE: Magician | DEFENSE: 3200
SUMMON: Shadow | PASSWORD: 92377303

DESCRIPTION: An imposing and powerful sage that dons striking black clothes. He is a "Dark Magician" who gained power over many years.



DARK WITCH

NUMBER: 582 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Fairy | DEFENSE: 1700
SUMMON: Light | PASSWORD: 35565537

DESCRIPTION: A war-like fairy who appears in myths from ancient times. Her spear brings divine retribution to the unjust.

DARK ZEBRA

NUMBER: 185 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Beast | DEFENSE: 400
SUMMON: Forest | PASSWORD: 59784896

DESCRIPTION: A sinister zebra that has a unicorn-like horn on its forehead. It befuddles foes by making its stripes move around quickly.

DARK-EYES ILLUSIONIST

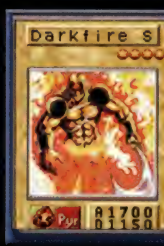
NUMBER: 730 | COST: 10
STAR LEVEL: 2 | ATTACK: 0
TYPE: Magician | DEFENSE: 0
SUMMON: Dreams | PASSWORD: 38247752

DESCRIPTION: A pathetic being with an ATK and DEF rating of 0 for both. It is needed as a Tribute for summoning "Relinquished."

DARKFIRE DRAGON

NUMBER: 168 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Dragon | DEFENSE: 1250
SUMMON: Pyro | PASSWORD: 17881964

DESCRIPTION: A dragon that breathes the intense flames of the dark world. Its breath obliterates everything instantly.



DARKFIRE SOLDIER #1

NUMBER: 280 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Pyro | DEFENSE: 1150
SUMMON: Pyro | PASSWORD: 05388481

DESCRIPTION: A covert operation specialist who is cloaked in flames. He is an expert in the handling of explosives.

Darkfire S

Pyr A1700 D1100

DARKFIRE SOLDIER #2

NUMBER: 288 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Pyro | DEFENSE: 1100
SUMMON: Pyro | PASSWORD: 78861134

DESCRIPTION: A swordsman burning bright with both his swords at the ready. He gained the ability to don fire when he fell into a volcano.

Darkworld

Fnd A1200 D 900

DARKWORLD THORNS

NUMBER: 567 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Plant | DEFENSE: 900
SUMMON: Fiend | PASSWORD: 43500484

DESCRIPTION: A fiendish plant with vines that exists in the dark world. It ensnares anyone that tries to force their way through.

Deepsea Sh

Aqua A1900 D1600

DEEPSEA SHARK

NUMBER: 437 | COST: 61
STAR LEVEL: 5 | ATTACK: 1900
TYPE: Fish | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 28593363

DESCRIPTION: A horribly vicious shark that savagely attacks any opponent. Anything in the water is fair game for an unprovoked attack.

Deepsea Wa

Aqua A1600 D1800

DEEPSEA WARRIOR

NUMBER: 775 | COST: 41
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Warrior | DEFENSE: 1800
SUMMON: Aqua | PASSWORD: 24128274

DESCRIPTION: An undersea warrior in a wet suit made for deep water fighting. The suit can withstand high pressure of 10,000 bar.

Des Feral

Fnd A1600 D1800

DES FERAL IMP

NUMBER: 164 | COST: 260
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Reptile | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 81985784

DESCRIPTION: A reptilian gremlin that has turned violent and vicious. It slashes apart enemies with sharp, extended claws.

Des Volsta

Ent A2200 D1700

DES VOLSTGALPH

NUMBER: 665 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Dragon | DEFENSE: 1700
SUMMON: Earth | PASSWORD: —

DESCRIPTION: A dragon that can wipe out a monster on the foe's field. At the same time, it hits the foe with 500 LP worth of damage.

Destroyer

Ent A1500 D1000

DESTROYER GOLEM

NUMBER: 454 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Rock | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 73481154

DESCRIPTION: A massively muscled golem recognized by an overgrown right arm. It mashes down its foes with the big hand to cause damage.

Dharma Can

Fnd A 900 D 500

DHARMA CANNON

NUMBER: 544 | COST: 72
STAR LEVEL: 2 | ATTACK: 900
TYPE: Machine | DEFENSE: 500
SUMMON: Fiend | PASSWORD: 96967123

DESCRIPTION: A mechanical dharma that is jam-packed with an array of cannons. Once it sets its sights on a target, it never misses.

Dice Armad

For A1650 D1800

DICE ARMADILLO

NUMBER: 423 | COST: 41
STAR LEVEL: 5 | ATTACK: 1650
TYPE: Machine | DEFENSE: 1800
SUMMON: Forest | PASSWORD: 69893315

DESCRIPTION: A mechanized armadillo that can roll itself up for protection. Rolled up, it takes on the shape of a die.

Different

Dra A1200 D1500

DIFFERENT DIMENSION DRAGON

NUMBER: 640 | COST: 107
STAR LEVEL: 5 | ATTACK: 1200
TYPE: Dragon | DEFENSE: 1500
SUMMON: Dreams | PASSWORD: 50939127

DESCRIPTION: If this card is in the own graveyard at the own turn's start, it is resurrected if there is room on the own field.

Dig Beak

For A 500 D 800

DIG BEAK

NUMBER: 159 | COST: 59
STAR LEVEL: 2 | ATTACK: 500
TYPE: Beast | DEFENSE: 800
SUMMON: Forest | PASSWORD: 29948642

DESCRIPTION: A reptilian beast with a long, snake-like body and a beak. It curls up into a ball to roll and hack with its large beak.

Dimensiona

Rock A1200 D1000

DIMENSIONAL WARRIOR

NUMBER: 256 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Warrior | DEFENSE: 1000
SUMMON: Dreams | PASSWORD: 37043180

DESCRIPTION: A young warrior who can slice open a seam in the dimensions. He then traps the foe in the opened dimensional rift.

Dissolvero

Pyr A 900 D1000

DISSOLVEROCK

NUMBER: 244 | COST: 87
STAR LEVEL: 3 | ATTACK: 900
TYPE: Rock | DEFENSE: 1000
SUMMON: Pyro | PASSWORD: 40826495

DESCRIPTION: A blob-like monster that emerged into life from magma. It is so intensely hot, it melts anything coming too close.

Djinn the

Wi A 700 D 900

DJINN THE WATCHER OF THE WIND

NUMBER: 144 | COST: 72
STAR LEVEL: 3 | ATTACK: 700
TYPE: Magician | DEFENSE: 900
SUMMON: Wind | PASSWORD: 97843505

DESCRIPTION: A magician that has full mastery over the powers of winds. It whips up tornadoes and gusts to blow away anything nearby.

Dokuroizo

Fnd A 900 D1200

DOKUROIZO THE GRIM REAPER

NUMBER: 153 | COST: 121
STAR LEVEL: 3 | ATTACK: 900
TYPE: Zombie | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 25882881

DESCRIPTION: A menacing grim reaper that wears a red hooded cloak. It tries to take the souls of foes with hellish scythe slashes.

Dokuroride

Div A1900 D1850

DOKURORIDER

NUMBER: 719 | COST: 999
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Zombie | DEFENSE: 1850
SUMMON: Divine | PASSWORD: 99721536

DESCRIPTION: A solitary ghoul that rides a motorcycle with a skull. It rides through wastelands in a cloud of dust.

Doll of De

For A1600 D1700

DOLL OF DEMISE

NUMBER: 759 | COST: 25
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Fiend | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 91635482

DESCRIPTION: A fiendish doll that was once beloved, but discarded later. It came to life to exact revenge for abandonment.

Doma The A

Shd A1600 D1400

DOMA THE ANGEL OF SILENCE

NUMBER: 111 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Fairy | DEFENSE: 1400
SUMMON: Shadow | PASSWORD: 16972957

DESCRIPTION: The angel of death, this being must never be angered. To earn its wrath is to know death.

Doron

Rev A 900 D 500

DORON

NUMBER: 195 | COST: 72
STAR LEVEL: 2 | ATTACK: 900
TYPE: Warrior | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 00756652

DESCRIPTION: A striped warrior that can create a copy of itself in battle. It can do so if there is an empty spot on the player's field.

Dragon Pip

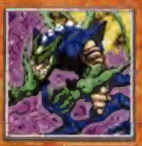
Pyr A 200 D1800

DRAGON PIPER

NUMBER: 40 | COST: 260
STAR LEVEL: 3 | ATTACK: 200
TYPE: Pyro | DEFENSE: 1800
SUMMON: Pyro | PASSWORD: 55763552

DESCRIPTION: A being that dwells inside a curiously decorated vase. Its defense rating is very high.

Dragon See



Fnd A2000 D2100

DRAGON SEEKER

NUMBER: 500 | COST: 116
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Fiend | DEFENSE: 2100
SUMMON: Fiend | PASSWORD: 28563545

DESCRIPTION: An enormous fiend that is a scourge to dragons of all kinds. It can destroy every dragon on the opponent's field.

Dragon Zom

Fnd A1600 D 0

DRAGON ZOMBIE

NUMBER: 97 | COST: 207
STAR LEVEL: 3 | ATTACK: 1600
TYPE: Zombie | DEFENSE: 0
SUMMON: Fiend | PASSWORD: 66672569

DESCRIPTION: A dragon that has been resurrected by the power of darkness. It breathes a corrosive gas that rots everything it touches.

Dragoness

Wi A1200 D 900

DRAGONESS THE WICKED KNIGHT

NUMBER: 294 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Warrior | DEFENSE: 900
SUMMON: Wind | PASSWORD: 70681994

DESCRIPTION: A winged knight that gained power through dragon equipment. It hacks at foes from the sky, diving repeatedly.

DREAM CLOWN

NUMBER: 120 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Warrior | DEFENSE: 900
SUMMON: Dreams | PASSWORD: 13215230

DESCRIPTION: A peculiar, small being that has taken the guise of a clown. Its sweet dancing lulls the viewer to an eternal sleep.

DRILL BUG

NUMBER: 774 | COST: 103
STAR LEVEL: 2 | ATTACK: 1100
TYPE: Insect | DEFENSE: 200
SUMMON: Earth | PASSWORD: 88733579

DESCRIPTION: A worm-like insect that burrows inside its foe's body to eat. It is a dangerous monster that drains the prey from within.

DROLL BIRD

NUMBER: 207 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Winged Beast | DEFENSE: 500
SUMMON: Wind | PASSWORD: 97973387

DESCRIPTION: A curious bird that has a large, flat, and broad beak. It looses loud cries to startle timid foes.

DUNAMES DARK WITCH

NUMBER: 795 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fairy | DEFENSE: 1050
SUMMON: Light | PASSWORD: 12493482

DESCRIPTION: A courageous fairy of light that has a strong sense of justice. She will not run from any battle against the forces of darkness.

DUNGEON WORM

NUMBER: 375 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Insect | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 51228280

DESCRIPTION: A gargantuan worm that lurks underground in labyrinths. It swallows anyone walking above it whole with its huge mouth.

EARTHBOUND SPIRIT

NUMBER: 526 | COST: 319
STAR LEVEL: 4 | ATTACK: 500
TYPE: Fiend | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 67105242

DESCRIPTION: A fiendish spirit that cannot take leave from earth. It is made from the souls of soldiers vanquished in battle.

ELECTRIC LIZARD

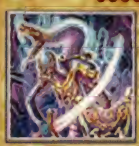
NUMBER: 610 | COST: 65
STAR LEVEL: 3 | ATTACK: 850
TYPE: Thunder | DEFENSE: 800
SUMMON: Thunder | PASSWORD: 55875323

DESCRIPTION: A small lizard that uses electric power to stun its foe. It can stop one foe on the field from moving for one turn.

ELECTRIC SNAKE

NUMBER: 463 | COST: 72
STAR LEVEL: 3 | ATTACK: 800
TYPE: Thunder | DEFENSE: 900
SUMMON: Thunder | PASSWORD: 11324436

DESCRIPTION: A cobra that generates electricity from all over its body. It stores power inside an orb at the end of its tail.



EMBODIMENT OF APOPHIS

NUMBER: 530 | COST: 260
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Reptile | DEFENSE: 1800
SUMMON: Earth | PASSWORD: 28649820

DESCRIPTION: A giant that is the living embodiment of an enormous snake. The snake is described in Egyptian myths as the ruler of darkness.

EMPEROR OF THE LAND AND SEA

NUMBER: 400 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Reptile | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 11250655

DESCRIPTION: A monstrous reptile whose enormous mouth brims with sharp teeth. It blasts fire in all directions from its mouth.

EMPRESS JUDGE

NUMBER: 572 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Warrior | DEFENSE: 1700
SUMMON: Earth | PASSWORD: 15237615

DESCRIPTION: The majestic empress of a land of gold, and also a stern judge. No one can defy whatever judgment she renders.

Enchanting

A1200 D 900

ENCHANTING MERMAID

NUMBER: 251 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Fish | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 75376965

DESCRIPTION: A mermaid that is very beautiful, but also terribly cruel. She enchants seafarers and draws them to watery graves.

Exarion Un

Shd A1800 D1900

EXARION UNIVERSE

NUMBER: 675 | COST: 289
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Beast-Warrior | DEFENSE: 1900
SUMMON: Shadow | PASSWORD: 63749102

DESCRIPTION: A centaur-like being that has the power to hit the opponent with LP loss identical to its ATK. It then powers down.

Executor –

Shd A1600 D1200

EXECUTOR—MAKYURA

NUMBER: 616 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Warrior | DEFENSE: 1200
SUMMON: Shadow | PASSWORD: 21593977

DESCRIPTION: A menacing monster that has been given the role of an executioner. It slices up the condemned with the sharp claws on its forelegs.

Exodia Nec

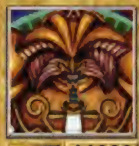
Shd A1800 D 0

EXODIA NECROSS

NUMBER: 600 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Magician | DEFENSE: 0
SUMMON: Shadow | PASSWORD: 12600382

DESCRIPTION: A magician that powers up at the start of the own turn. If there are no Exodia parts in the graveyard, it disappears.

Exodia the



Shd A1000 D1000

EXODIA THE FORBIDDEN ONE

NUMBER: 21 | COST: 137
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Magician | DEFENSE: 1000
SUMMON: Shadow | PASSWORD: 33396948

DESCRIPTION: One of the five limbs of Exodia, the forbidden monster. If all five cards gather in the hand of the player, he wins.

F. G. D.

Dw A5000 D5000

F.G.D.

NUMBER: 697 | COST: 169
STAR LEVEL: 12 | ATTACK: 5000
TYPE: Dragon | DEFENSE: 5000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A divine dragon of great power and five huge heads. It has the power to destroy every card on the foe's field.

Fairy Drag

Lgt A1100 D1200

FAIRY DRAGON

NUMBER: 603 | COST: 121
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Dragon | DEFENSE: 1200
SUMMON: Light | PASSWORD: 20315854

DESCRIPTION: A diminutive and extremely pretty dragon with dainty wings. Among the fairies, it is surprisingly strong.

Fairy of t

Fsh A1600 D1100

FAIRY OF THE FOUNTAIN

NUMBER: 625 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Aqua | DEFENSE: 1100
SUMMON: Aqua | PASSWORD: 81563416

DESCRIPTION: A fairy with green skin and hair who protects a sacred spring. She attacks anyone who spoils the spring without mercy.

Fairy's Gi

For A1400 D1000

FAIRY'S GIFT

NUMBER: 363 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Magician | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 68401546

DESCRIPTION: A diminutive green fairy that flies on the wings of a butterfly. It can cast a spell to restore LP by 1,000.

Faith Bird

Lgt A1500 D1100

FAITH BIRD

NUMBER: 125 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Winged Beast | DEFENSE: 1100
SUMMON: Light | PASSWORD: 75582395

DESCRIPTION: A divine bird with extremely long, flowing tail feathers. It shines all over with a sacred light.

Feral Imp

Frd A1300 D1400

FERAL IMP

NUMBER: 6 | COST: 161
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Fiend | DEFENSE: 1400
SUMMON: Fiend | PASSWORD: 41392891

DESCRIPTION: A small but fierce fiend known for its mischievous ways. Beware—it uses the cover of darkness to attack the unwary.

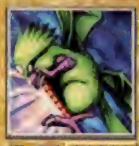
Fiend Krak

Fsh A1200 D1400

FIEND KRAKEN

NUMBER: 70 | COST: 161
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Aqua | DEFENSE: 1400
SUMMON: Aqua | PASSWORD: 77456781

DESCRIPTION: An enormous squid that hides itself beneath ocean waves. It appears from the sea suddenly and attacks.



FIEND REFLECTION #1

NUMBER: 595 | COST: 161
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Winged Beast | DEFENSE: 1400
SUMMON: Dreams | PASSWORD: 68870276

DESCRIPTION: A dragon-winged beast that carries a mysterious mirror. It can draw its foes into the mirror's world.

FIEND REFLECTION #2

NUMBER: 186 | COST: 161
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Winged Beast | DEFENSE: 1400
SUMMON: Dreams | PASSWORD: 02863439

DESCRIPTION: A bird that clutches an enchanted mirror in its talons. It summons other monsters through its mirror.

FIEND SWORD

NUMBER: 225 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 800
SUMMON: Fiend | PASSWORD: 22855882

DESCRIPTION: A powerful sword that is possessed by an ancient curse. It empowers anyone that can overcome its curse.

FIEND'S HAND

NUMBER: 135 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Zombie | DEFENSE: 600
SUMMON: Fiend | PASSWORD: 52800428

DESCRIPTION: A spectral hand of the undead that tugs and pulls at victims. It can drag an enemy monster from the field to die together.

FIEND'S MIRROR

NUMBER: 365 | COST: 999
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Fiend | DEFENSE: 1800
SUMMON: Divine | PASSWORD: 31890399

DESCRIPTION: A diabolical mirror that harbors dark and terrible secrets. It draws in and entraps all that it reflects on its surface.

FIRE EYE

NUMBER: 176 | COST: 59
STAR LEVEL: 2 | ATTACK: 800
TYPE: Pyro | DEFENSE: 600
SUMMON: Pyro | PASSWORD: 88435542

DESCRIPTION: A sinister eye with large wings that is engulfed in flames. It whips up fiery winds by flapping its wings.

FIRE KRAKEN

NUMBER: 519 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Aqua | DEFENSE: 1500
SUMMON: Pyro | PASSWORD: 46534755

DESCRIPTION: A huge squid engulfed in a spectacularly blazing wall of fire. The flames writhe out of control even underwater.

FIRE REAPER

NUMBER: 154 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Zombie | DEFENSE: 500
SUMMON: Pyro | PASSWORD: 53581214

DESCRIPTION: A skeletal grim reaper that is armed with fiery arrows. Its arrow can directly inflict 50 LP damage on the opponent.

FIREGRASS

NUMBER: 157 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Plant | DEFENSE: 600
SUMMON: Pyro | PASSWORD: 53293545

DESCRIPTION: A peculiar plant that grows in the wild near volcanoes. It attacks by blowing fire from its flowers.

FIREWING PEGASUS

NUMBER: 714 | COST: 168
STAR LEVEL: 6 | ATTACK: 2250
TYPE: Beast | DEFENSE: 1800
SUMMON: Pyro | PASSWORD: 27054370

DESCRIPTION: A horse with massive wings that blaze in vivid, scarlet flames. It is a fiery sight to behold as it gallops across the sky.

FIREYAROU

NUMBER: 291 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Pyro | DEFENSE: 1000
SUMMON: Pyro | PASSWORD: 71407486

DESCRIPTION: An imposing genie that sits serenely while engulfed in flames. It attacks by freely controlling the surrounding flames.

Flame Cere

Fer A2100 D1800

FLAME CEREBRUS

NUMBER: 529 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Pyro | DEFENSE: 1800
SUMMON: Forest | PASSWORD: 60862676

DESCRIPTION: A triple-headed dog that is ablaze all over its body. It executes foes with the fires of the underworld.

Flame Cham

Pyr A1900 D1300

FLAME CHAMPION

NUMBER: 277 | COST: 61
STAR LEVEL: 5 | ATTACK: 1900
TYPE: Pyro | DEFENSE: 1300
SUMMON: Pyro | PASSWORD: 42599677

DESCRIPTION: A swordsman equipped with a large shield that is awash in flames. The fiery shield negates any kind of attack.

Flame Danc

Pyr A 550 D 450

FLAME DANCER

NUMBER: 504 | COST: 33
STAR LEVEL: 2 | ATTACK: 550
TYPE: Pyro | DEFENSE: 450
SUMMON: Pyro | PASSWORD: 12883044

DESCRIPTION: A fiery creature that swings a rope of fire as it approaches. Don't make the mistake of catching this creature's one eye.

Flame Ghos

Pyr A1000 D 800

FLAME GHOST

NUMBER: 215 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Zombie | DEFENSE: 800
SUMMON: Pyro | PASSWORD: 58528964

DESCRIPTION: A skeletal ghost of someone who was burned to death. The flames enshrouding its body can never be extinguished.

Flame Mani

Pyr A 900 D1000

FLAME MANIPULATOR

NUMBER: 142 | COST: 87
STAR LEVEL: 3 | ATTACK: 900
TYPE: Magician | DEFENSE: 1000
SUMMON: Pyro | PASSWORD: 34430851

DESCRIPTION: A magician who is an expert at the manipulation of fire. He attacks by creating fiery pools and walls.

Flame Swor

Pyr A1800 D1600

FLAME SWORDSMAN

NUMBER: 15 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Warrior | DEFENSE: 1600
SUMMON: Pyro | PASSWORD: 40502030

DESCRIPTION: A swordsman that bears a fiery sword deadly to all dinosaurs. It has the power to wipe out all dinosaurs on the foe's field.

Flash Assa

Shd A2000 D2000

FLASH ASSAILANT

NUMBER: 181 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Fiend | DEFENSE: 2000
SUMMON: Shadow | PASSWORD: 96890582

DESCRIPTION: An extremely quick fiend that uses its speed to best advantage. If it is seen, the witness is sure to be killed instantly.

Flower Wol

Fer A1800 D1400

FLOWER WOLF

NUMBER: 487 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Beast | DEFENSE: 1400
SUMMON: Forest | PASSWORD: 95952802

DESCRIPTION: A wolf-like beast that is covered all over with flowers. The flowers spin around while it is attacking.

Flying Fis

Wi A 800 D 500

FLYING FISH

NUMBER: 245 | COST: 59
STAR LEVEL: 4 | ATTACK: 800
TYPE: Fish | DEFENSE: 500
SUMMON: Wind | PASSWORD: 31987274

DESCRIPTION: A fish that is said to bring luck to those who see it flying. The lucky witnesses are said to have three wishes come true.

Flying Kam

Pyr A1400 D 900

FLYING KAMAKIRI #1

NUMBER: 205 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Insect | DEFENSE: 900
SUMMON: Pyro | PASSWORD: 84834865

DESCRIPTION: A dragonfly-like insect that breathes intense flames to strike. If it spots prey, it flies above it and spits fire immediately.

Flying Kam

Wi A1500 D 800

FLYING KAMAKIRI #2

NUMBER: 419 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Insect | DEFENSE: 800
SUMMON: Pyro | PASSWORD: 03134241

DESCRIPTION: An overgrown praying mantis that is able to take to the skies. It loves to eat other insects.

Flying Pen

Aqu A1200 D1000

FLYING PENGUIN

NUMBER: 361 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Aqua | DEFENSE: 1000
SUMMON: Aqua | PASSWORD: 05628232

DESCRIPTION: A rare kind of penguin that has the ability to fly. For flight, it uses a pair of wings that look like ears.

FORTRESS WHALE

NUMBER: 718 | COST: 999
STAR LEVEL: 7 | ATTACK: 2350
TYPE: Fish | DEFENSE: 2150
SUMMON: Divine | PASSWORD: 62337487

DESCRIPTION: A whale with a massive cannon mounted in a turret on its back. It hides in the sea and sinks foes with the gun.

FRENZIED PANDA

NUMBER: 201 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Beast | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 98818516

DESCRIPTION: A seemingly adorable beast that actually is extremely aggressive. It is always armed with a stout bamboo pole.

FROG THE JAM

NUMBER: 549 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Aqua | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 68638985

DESCRIPTION: A furtive slime that is in the shape of a frog's head. It attacks by singing loudly in an awful croak.

FUSIONIST

NUMBER: 189 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Beast | DEFENSE: 700
SUMMON: Forest | PASSWORD: 01641882

DESCRIPTION: A feline monster that has angelic wings and a long tail. The pink, furry tail is much longer than its body.

GADGET SOLDIER

NUMBER: 677 | COST: 86
STAR LEVEL: 6 | ATTACK: 1800
TYPE: Machine | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 86281779

DESCRIPTION: A mechanical soldier that was produced to serve as a weapon. It is made of a rustproof metal.

GAIA THE DRAGON CHAMPION

NUMBER: 37 | COST: 30
STAR LEVEL: 7 | ATTACK: 2600
TYPE: Dragon | DEFENSE: 2100
SUMMON: Wind | PASSWORD: 66889139

DESCRIPTION: A powerful knight that sits astride its dragon steer. The knight's power and the dragon's speed combine for best effect.

GAIA THE FIERCE KNIGHT

NUMBER: 38 | COST: 6
STAR LEVEL: 7 | ATTACK: 2300
TYPE: Warrior | DEFENSE: 2100
SUMMON: Shadow | PASSWORD: 06368038

DESCRIPTION: A powerful knight that rides a horse faster than the wind. Beware of its charging attack.

GALE DOGRA

NUMBER: 506 | COST: 42
STAR LEVEL: 2 | ATTACK: 650
TYPE: Insect | DEFENSE: 600
SUMMON: Forest | PASSWORD: 16229315

DESCRIPTION: A stinger-equipped moth that has toxic dust coating its wings. It whips up tornadoes of toxic dust by flying around.

GAMMA THE MAGNET WARRIOR

NUMBER: 399 | COST: 260
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Rock | DEFENSE: 1800
SUMMON: Earth | PASSWORD: 11549357

DESCRIPTION: A magnetized monster that can meld with Alpha and Beta into one. The other two must be on the field to integrate with Gamma.

GANIGUMO

NUMBER: 476 | COST: 59
STAR LEVEL: 2 | ATTACK: 600
TYPE: Insect | DEFENSE: 800
SUMMON: Forest | PASSWORD: 34536276

DESCRIPTION: A spider that has a wicked pair of hard, crab-like pincers. It ensnares its foes with its silk, then attacks with its pincers.

GARMA SWORD

NUMBER: 716 | COST: 999
STAR LEVEL: 7 | ATTACK: 2550
TYPE: Warrior | DEFENSE: 2150
SUMMON: Divine | PASSWORD: 90844184

DESCRIPTION: A swordsman that attacks with a furious flurry of six swords. It hacks apart everything within reach.

GARNECIA ELEFANTIS

NUMBER: 796 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Beast-Warrior | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 49888191

DESCRIPTION: An immense elephant being that boasts terrifying strength. Fissures appear with every step it takes.

GAROOZIS

NUMBER: 68 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Beast-Warrior | DEFENSE: 1500
SUMMON: Pyro | PASSWORD: 14977074

DESCRIPTION: A ferocious beast warrior that has the head of a dragon. Its axe attacks have the power to inflict severe damage.

GARVAS

NUMBER: 483 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Beast | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 69780745

DESCRIPTION: A ferocious lion beast that has a powerful set of wings. It is the embodiment of evil.

GATE DEEG

NUMBER: 187 | COST: 59
STAR LEVEL: 3 | ATTACK: 700
TYPE: Beast | DEFENSE: 800
SUMMON: Fiend | PASSWORD: 49258578

DESCRIPTION: A sinister, orb-like being with a door mounted on its belly. The door is one that leads straight to hell.

GATE GUARDIAN

NUMBER: 374 | COST: 999
STAR LEVEL: 1 | ATTACK: 3750
TYPE: Warrior | DEFENSE: 3400
SUMMON: Divine | PASSWORD: 25833572

DESCRIPTION: A combined being that consists of Sanga, Kazejin and Suijin. Its powers place it among the strongest of all beings.

GATE SWORD

NUMBER: 791 | COST: 73
STAR LEVEL: 6 | ATTACK: 1800
TYPE: Warrior | DEFENSE: 1950
SUMMON: Fiend | PASSWORD: 46211326

DESCRIPTION: A dark warrior that has assumed the guise of a caped sword. It cleaves everything it touches in half.

GAZELLE THE KING OF MYTHICAL BEASTS

NUMBER: 747 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Beast | DEFENSE: 1200
SUMMON: Dreams | PASSWORD: 05818798

DESCRIPTION: A horned lion beast that reigns over mythical beasts. It is said to have over 10,000 beasts under its command.

GEAR GOLEM THE MOVING FORTRESS

NUMBER: 751 | COST: 150
STAR LEVEL: 5 | ATTACK: 800
TYPE: Machine | DEFENSE: 2200
SUMMON: Earth | PASSWORD: 30190809

DESCRIPTION: A mechanized fortress that features both mobility and defense. It is made of enchanted stones.

GEARFRIED THE IRON KNIGHT

NUMBER: 115 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Warrior | DEFENSE: 1600
SUMMON: Earth | PASSWORD: 00423705

DESCRIPTION: A warrior that has been constructed out of tensile steel. Its steel hands have sharp cutting edges.

GEMINI ELF

NUMBER: 532 | COST: 289
STAR LEVEL: 4 | ATTACK: 1900
TYPE: Magician | DEFENSE: 900
SUMMON: Light | PASSWORD: 69140098

DESCRIPTION: Twin elven sisters who practice in the ways of magic. They take turns while they attack.

GENIN

NUMBER: 184 | COST: 72
STAR LEVEL: 3 | ATTACK: 600
TYPE: Magician | DEFENSE: 900
SUMMON: Dreams | PASSWORD: 49370026

DESCRIPTION: A being that uses its illusionary spells to beat foes. It also conjures doves to carry out its attacks.

GERNIA

NUMBER: 569 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: —

DESCRIPTION: A fiend whose arms end in large and cruelly curved talons. It uses its powerful jumps to attack foes from above.

GIANT FLEA

NUMBER: 55 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Insect | DEFENSE: 1200
SUMMON: Forest | PASSWORD: 41762634

DESCRIPTION: An enormous, blood-sucking flea that is surprisingly strong. Don't let the fact of it being a flea fool you into complacency.

GIANT GERM

NUMBER: 188 | COST: 87
STAR LEVEL: 2 | ATTACK: 1000
TYPE: Fiend | DEFENSE: 100
SUMMON: Shadow | PASSWORD: 95178994

DESCRIPTION: A terrifying germ that has an extremely high level of toxicity. Even one of these germs is said to defeat even a dragon.

GIANT MECH-SOLDIER

NUMBER: 408 | COST: 61
STAR LEVEL: 6 | ATTACK: 1750
TYPE: Machine | DEFENSE: 1900
SUMMON: Fiend | PASSWORD: 72299832

DESCRIPTION: A towering mechanical soldier armed with a massive axe. It is so powerful, one blow of its axe can split the ground.

GIANT RAT

NUMBER: 173 | COST: 172
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Beast | DEFENSE: 1450
SUMMON: Forest | PASSWORD: 97017120

DESCRIPTION: A powerful rat that has grown to an abnormally big size. Exposure to radiation is thought to be the cause.

GIANT RED SEASNAKE

NUMBER: 447 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Aqua | DEFENSE: 800
SUMMON: Aqua | PASSWORD: 58831685

DESCRIPTION: A snake-like monster with a striped body that lives in water. It will try to bite anyone that ventures too close.

GIANT REX

NUMBER: 445 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Dinosaur | DEFENSE: 1200
SUMMON: Earth | PASSWORD: —

DESCRIPTION: An earth dinosaur with a finned back that boasts a high ATK. It never fails to bring down targeted prey.

GIANT SCORPION OF THE TUNDRA

NUMBER: 576 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Insect | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 41403766

DESCRIPTION: A rarely seen scorpion that lives in tundras, not deserts. Perhaps befitting its cold habitat, its shell is a bright blue.

GIANT SOLDIER OF STONE

NUMBER: 74 | COST: 319
STAR LEVEL: 3 | ATTACK: 1300
TYPE: Rock | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 13039848

DESCRIPTION: A massive warrior hewn from boulders that rattles the earth. It has the power to turn the field into an arena.

GIL GARTH

NUMBER: 565 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: —

DESCRIPTION: A fiendish, murderous machine clad in an armor of tough steel. It attacks remorselessly with a wicked huge sword.

GILFORD THE LIGHTNING

NUMBER: 667 | COST: 50
STAR LEVEL: 8 | ATTACK: 2800
TYPE: Warrior | DEFENSE: 1400
SUMMON: Light | PASSWORD: 36354007

DESCRIPTION: A warrior of great strength with a devastating power. He can wipe out all monsters on the foe's field.

GILTIA THE D. KNIGHT

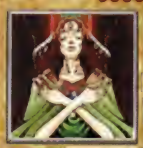
NUMBER: 389 | COST: 50
STAR LEVEL: 5 | ATTACK: 1850
TYPE: Warrior | DEFENSE: 1500
SUMMON: Light | PASSWORD: 51858629

DESCRIPTION: A sorcerer-like knight who uses magic to attack his foes. Its attack spell Soul Spear is said to instantly drop foes.

GODDESS OF WHIM

NUMBER: 429 | COST: 79
STAR LEVEL: 3 | ATTACK: 950
TYPE: Fairy | DEFENSE: 700
SUMMON: Light | PASSWORD: 67959180

DESCRIPTION: A female deity who is known for her unpredictably fickle ways. She can sacrifice herself in exchange for drawing a new card.



GODDESS WITH THE THIRD EYE

NUMBER: 109 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fairy | DEFENSE: 1000
SUMMON: Light | PASSWORD: 53493204

DESCRIPTION: A goddess that has a divine third eye on her forehead. The divine eye gives her all-seeing powers.

GOKIBORE

NUMBER: 54 | COST: 161
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Insect | DEFENSE: 1400
SUMMON: Forest | PASSWORD: 15367030

DESCRIPTION: A cockroach that curls up into a ball and rolls to attack. Its defense rating is much higher than it first appears.

GOLGOIL

NUMBER: 418 | COST: 207
STAR LEVEL: 4 | ATTACK: 900
TYPE: Machine | DEFENSE: 1600
SUMMON: Dreams | PASSWORD: 07526150

DESCRIPTION: A massively armored robot constructed of tempered steel. It emerges from a hole that leads to another dimension.

GRADIUS

NUMBER: 430 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Machine | DEFENSE: 800
SUMMON: Dreams | PASSWORD: 10992251

DESCRIPTION: An ultra-performance multi-purpose space fighter craft. It can be outfitted with many armaments using Power Capsules.

GRAND TIKI ELDER

NUMBER: 439 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Fiend | DEFENSE: 800
SUMMON: Dreams | PASSWORD: 13676474

DESCRIPTION: A masked fiend that uses freaky incantations to attack. Its chanted curses cause foes to drop as if stricken physically.

GRAPPLER

NUMBER: 77 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Reptile | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 02906250

DESCRIPTION: A sly and deceptive serpent with a long, thick body. Beware of its powerful constrictor attack.

GREAT MAMMOTH OF GOLDFINE

NUMBER: 564 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Zombie | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 54622031

DESCRIPTION: A zombie mammoth whose bones gleam in a dazzling gold. It is a very rare sight to behold.

GREAT MOTH

NUMBER: 57 | COST: 255
STAR LEVEL: 8 | ATTACK: 2600
TYPE: Insect | DEFENSE: 2500
SUMMON: Forest | PASSWORD: 14141448

DESCRIPTION: A huge moth that attacks by scattering flurries of toxic dust. It is quite powerful when encountered in a forest.

GREAT WHITE

NUMBER: 60 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Fish | DEFENSE: 800
SUMMON: Aqua | PASSWORD: 13429800

DESCRIPTION: An enormous great white shark of fearsome ferocity and speed. There is no escape if it were to clamp down with its huge jaws.

GREEN PHANTOM KING

NUMBER: 274 | COST: 207
STAR LEVEL: 3 | ATTACK: 500
TYPE: Plant | DEFENSE: 1600
SUMMON: Forest | PASSWORD: 22910685

DESCRIPTION: A young king who rules over lush, green, and thriving forests. It makes its home among verdant trees.

GRIFFORE

NUMBER: 46 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Beast | DEFENSE: 1500
SUMMON: Forest | PASSWORD: 53829412

DESCRIPTION: A hulking beast that is well protected by its hard body. Weak attacks simply bounce right off its rugged hide.

GRIGGLE

NUMBER: 547 | COST: 19
STAR LEVEL: 1 | ATTACK: 350
TYPE: Plant | DEFENSE: 300
SUMMON: Forest | PASSWORD: 95744531

DESCRIPTION: A small, odd plant creature with an unruly mass of leaves on its head. It twirls around to attack with the leaves and flick seeds.

GROUND ATTACKER BUGROTH

NUMBER: 275 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Machine | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 58314394

DESCRIPTION: A military robot made for undertaking combat on the ground. It appears to have been usable in the sea, but no longer.

GUARDIAN OF THE THRONE ROOM

NUMBER: 513 | COST: 220
STAR LEVEL: 4 | ATTACK: 1650
TYPE: Machine | DEFENSE: 1600
SUMMON: Light | PASSWORD: 47879985

DESCRIPTION: A robot that fulfills its guardian role with missile launchers. Its homing missiles track targets until they strike.

GYAKUTENNO MEGAMI

NUMBER: 90 | COST: 86
STAR LEVEL: 6 | ATTACK: 1800
TYPE: Fairy | DEFENSE: 2000
SUMMON: Light | PASSWORD: 31122090

DESCRIPTION: A goddess that can alter the course of battle. It can power up all monsters on the own field with attack of 500 or less.

HANE-HANE

NUMBER: 541 | COST: 29
STAR LEVEL: 2 | ATTACK: 450
TYPE: Beast | DEFENSE: 500
SUMMON: Wind | PASSWORD: 07089711

DESCRIPTION: A beast with a prominent nose and an axe of huge dimensions. It whips up gusts to stop its foes, then attacks with the axe.

HANIWA

NUMBER: 237 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Rock | DEFENSE: 500
SUMMON: Earth | PASSWORD: 84285623

DESCRIPTION: An animated earthenware figurine from an ancient time. It guards treasures in a tomb of a king from long ago.

HANNIBAL NECROMANCER

NUMBER: 744 | COST: 41
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Magician | DEFENSE: 1800
SUMMON: Shadow | PASSWORD: 05640330

DESCRIPTION: A sinister creature that revels in the dark arts of necromancy. It is formed from the souls of ghouls.

HAPPY LOVER

NUMBER: 198 | COST: 59
STAR LEVEL: 2 | ATTACK: 800
TYPE: Fairy | DEFENSE: 500
SUMMON: Light | PASSWORD: 99030164

DESCRIPTION: A minuscule angel with wings in the place of legs for flight. It shoots a beam that induces euphoria from the heart on its head.

HARD ARMOR

NUMBER: 156 | COST: 121
STAR LEVEL: 3 | ATTACK: 300
TYPE: Warrior | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 20060230

DESCRIPTION: An empty yet animated suit of armor that has a living soul. It throws military-style tackles with its hard body.

HARPIE LADY

NUMBER: 62 | COST: 161
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Winged Beast | DEFENSE: 1400
SUMMON: Wind | PASSWORD: 76812113

DESCRIPTION: A female monster that is half bird and half human. It can power up "Harpie's Pet Dragons" on the own field.

HARPIE LADY SISTERS

NUMBER: 63 | COST: 116
STAR LEVEL: 6 | ATTACK: 1950
TYPE: Winged Beast | DEFENSE: 2100
SUMMON: Wind | PASSWORD: 12206212

DESCRIPTION: A trio of "Harpie Ladies," sisters half bird and half human. It can power up "Harpie's Pet Dragons" on the own field two levels.

HARPIE'S BROTHER

NUMBER: 434 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Winged Beast | DEFENSE: 600
SUMMON: Wind | PASSWORD: 30532390

DESCRIPTION: A winged humanoid being who is able to fly at Mach 5 speed. His eyes glint with a light sharper than a hawk's.

HARPIE'S PET DRAGON

NUMBER: 386 | COST: 20
STAR LEVEL: 7 | ATTACK: 2000
TYPE: Dragon | DEFENSE: 2500
SUMMON: Wind | PASSWORD: 52040216

DESCRIPTION: A ferocious dragon that is said to only obey the will of Harpies. For anyone else, it is too dangerous to treat as a pet.

HEADLESS KNIGHT

NUMBER: 108 | COST: 233
STAR LEVEL: 4 | ATTACK: 1450
TYPE: Fiend | DEFENSE: 1700
SUMMON: Earth | PASSWORD: 05434080

DESCRIPTION: A knight who had been beheaded on a fake charge of treason. Now its fiendish specter wanders without a head.

HELPOEMER

NUMBER: 604 | COST: 500
STAR LEVEL: 5 | ATTACK: 2000
TYPE: Fiend | DEFENSE: 1400
SUMMON: Dreams | PASSWORD: 76052811

DESCRIPTION: If this is the own graveyard on the enemy's turn, and if the foe has three or more cards in hand, the foe must discard one.

HERCULES BEETLE

NUMBER: 52 | COST: 86
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Insect | DEFENSE: 2000
SUMMON: Forest | PASSWORD: 52584282

DESCRIPTION: A gigantic stag beetle with imposing horns and a hard shell. Its horn attack and rugged defense make it very tough.

HIGH TIDE GYOJIN

NUMBER: 624 | COST: 220
STAR LEVEL: 4 | ATTACK: 1650
TYPE: Aqua | DEFENSE: 1300
SUMMON: Aqua | PASSWORD: 54579801

DESCRIPTION: A humanoid warrior of the seas that is an expert swimmer. It has high attack power, relatively.

HINOTAMA SOUL

NUMBER: 210 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Pyro | DEFENSE: 500
SUMMON: Pyro | PASSWORD: 96851799

DESCRIPTION: A terrifying monster that is made up of intensely hot flames. It charges into foes with its furiously flaming body.

HIRO'S SHADOW SCOUT

NUMBER: 611 | COST: 42
STAR LEVEL: 2 | ATTACK: 650
TYPE: Fiend | DEFENSE: 500
SUMMON: Fiend | PASSWORD: 81863038

DESCRIPTION: A cyclopean fiend that serves a high-class fiend as a familiar. Its master employs it to scout the surroundings.

HITOTSU-ME GIANT

NUMBER: 3 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Beast-Warrior | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 76184692

DESCRIPTION: A one-eyed giant that pummels foes with its thick arms. It must be treated with wary respect.

HOLOGRAH

NUMBER: 283 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Machine | DEFENSE: 700
SUMMON: Light | PASSWORD: 10859908

DESCRIPTION: A floating robot with a projection system on its bottom. It confuses foes with many illusions and strikes with no warning.

HORN IMP

NUMBER: 25 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Fiend | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 69669405

DESCRIPTION: A small fiend that dwells among shadows and darkness. Despite its stature, it is surprisingly strong. Beware of its horn.

HOSHININGEN

NUMBER: 492 | COST: 47
STAR LEVEL: 2 | ATTACK: 500
TYPE: Fairy | DEFENSE: 700
SUMMON: Light | PASSWORD: 67629977

DESCRIPTION: A peculiar being with the ability to power up light element monsters and power down dark types on the own field.

HOURGLASS OF LIFE

NUMBER: 229 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Fairy | DEFENSE: 600
SUMMON: Light | PASSWORD: 08783685

DESCRIPTION: An enchanted hourglass that can exchange strength for vitality. It can power up all monsters on the own field for 1000 LP.

HUMANOID SLIME

NUMBER: 119 | COST: 319
STAR LEVEL: 4 | ATTACK: 800
TYPE: Aqua | DEFENSE: 2000
SUMMON: Aqua | PASSWORD: 46821314

DESCRIPTION: A watery, gel-like being that has taken the shape of a human. It was made by infusing a slime with human genetic material.

HUMANOID WORM DRAKE

NUMBER: 132 | COST: 3
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Aqua | DEFENSE: 2000
SUMMON: Aqua | PASSWORD: 05600127

DESCRIPTION: A gelatinous creature that was created from a fusion between a "Humanoid Slime" and a "Worm Drake."

HUNGRY BURGER

NUMBER: 702 | COST: 999
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Warrior | DEFENSE: 1850
SUMMON: Divine | PASSWORD: 30243636

DESCRIPTION: A being that has assumed the guise of a mouth-watering burger. It wafts a tasty aroma to attract foes, then eats them.

HUNTER SPIDER

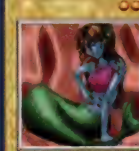
NUMBER: 614 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Insect | DEFENSE: 1400
SUMMON: Forest | PASSWORD: 80141480

DESCRIPTION: A voracious spider that hunts prey by spinning webs as traps. It devours anything that is caught in its webs.

HYOZANRYU

NUMBER: 737 | COST: 58
STAR LEVEL: 7 | ATTACK: 2100
TYPE: Dragon | DEFENSE: 2800
SUMMON: Earth | PASSWORD: 62397231

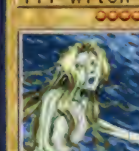
DESCRIPTION: A horned dragon whose entire body is composed of diamonds. It looses dazzling flashes that blind its foes.



ICE WATER

NUMBER: 431 | COST: 112
STAR LEVEL: 3 | ATTACK: 1150
TYPE: Aqua | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 20848593

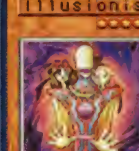
DESCRIPTION: A blazingly red-haired mermaid with an aggressive nature. It attacks using spikes that grow from its body.



ILL WITCH

NUMBER: 622 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Magician | DEFENSE: 1500
SUMMON: Light | PASSWORD: 81686058

DESCRIPTION: A bedraggled girl who has the power to control the winds. She whips up sudden gusts that can blow everything away.



ILLUSIONIST FACELESS MAGE

NUMBER: 42 | COST: 150
STAR LEVEL: 5 | ATTACK: 1200
TYPE: Magician | DEFENSE: 2200
SUMMON: Dreams | PASSWORD: 28546905

DESCRIPTION: An odd being without a face but with heads on both its shoulders. It can stop all enemies on the field from moving the next turn.

INJECTION FAIRY LILY

NUMBER: 556 | COST: 183
STAR LEVEL: 3 | ATTACK: 400
TYPE: Magician | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 79575620

DESCRIPTION: A delicate fairy that bears a large syringe as her weapon. If angered, she shoots needles from the syringe endlessly.

INSECT QUEEN

NUMBER: 762 | COST: 12
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Insect | DEFENSE: 2400
SUMMON: Forest | PASSWORD: 91512835

DESCRIPTION: A powerful creature that rules over the insects. It can be powered up based on the number of insects on the own field.

Insect Sol

A1000 D 800

INSECT SOLDIERS OF THE SKY

NUMBER: 478 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Insect | DEFENSE: 800
SUMMON: Wind | PASSWORD: 07019529

DESCRIPTION: A soldier among insects that possess the ability to fly. It gathers in an angry swarm with others to raid enemies.

Jigen Baku

A 200 D1000

JIGEN BAKUDAN

NUMBER: 732 | COST: 87
STAR LEVEL: 2 | ATTACK: 200
TYPE: Pyro | DEFENSE: 1000
SUMMON: Dreams | PASSWORD: 90020065

DESCRIPTION: An animated time bomb that can get around on its own accord. Its blast force is said to affect the monsters on its side.

Invader fr

A 950 D1400

INVADER FROM ANOTHER DIMENSION

NUMBER: 560 | COST: 161
STAR LEVEL: 4 | ATTACK: 950
TYPE: Fiend | DEFENSE: 1400
SUMMON: Dreams | PASSWORD: 28450915

DESCRIPTION: An insect-like fiend that has claw arms and large eyes. It came to earth from beyond the Milky Way.

Jinzo

A2400 D1500

JINZO

NUMBER: 752 | COST: 231
STAR LEVEL: 6 | ATTACK: 2400
TYPE: Machine | DEFENSE: 1500
SUMMON: Thunder | PASSWORD: 77585513

DESCRIPTION: An android of great power distinguished by its thick, long neck. It can destroy all the trap cards on the opponent's field.

Invitation

A1500 D1800

INVITATION TO A DARK SLEEP

NUMBER: 740 | COST: 41
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Magician | DEFENSE: 1800
SUMMON: Dreams | PASSWORD: 52675689

DESCRIPTION: A masked magician that summons black, sleep-inducing clouds. It can make all monsters on the foe's field fall asleep.

Jinzo #7

A 500 D 400

JINZO #7

NUMBER: 422 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Machine | DEFENSE: 400
SUMMON: Fiend | PASSWORD: 32809211

DESCRIPTION: A manmade human that is under development in a secret lab. On occasion, it goes out of control.

Jack's Kni

A1900 D1000

JACK'S KNIGHT

NUMBER: 557 | COST: 61
STAR LEVEL: 5 | ATTACK: 1900
TYPE: Warrior | DEFENSE: 1000
SUMMON: Light | PASSWORD: —

DESCRIPTION: A warrior who is fully versed in all styles of swordplay. He fights to protect the weak from the forces of evil.

Jirai Gumo

A2200 D 100

JIRAI GUMO

NUMBER: 367 | COST: 384
STAR LEVEL: 4 | ATTACK: 2200
TYPE: Insect | DEFENSE: 100
SUMMON: Forest | PASSWORD: 94773007

DESCRIPTION: A stealthy spider that lurks out of sight under the ground. It makes prey out of anything that passes over its lair.

Javelin Bel

A2450 D2550

JAVELIN BEETLE

NUMBER: 717 | COST: 999
STAR LEVEL: 8 | ATTACK: 2450
TYPE: Insect | DEFENSE: 2550
SUMMON: Divine | PASSWORD: 26932788

DESCRIPTION: A hardy beetle that is both strong on attack and DEF. If it traps a foe with its pincers, the enemy is cut in half.

Judge Man

A2200 D1500

JUDGE MAN

NUMBER: 33 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Warrior | DEFENSE: 1500
SUMMON: Light | PASSWORD: 30113682

DESCRIPTION: A warrior that detests battles without a clear outcome. A blow from its huge club is extremely powerful.

Jellyfish

A1200 D1500

JELLYFISH

NUMBER: 71 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Aqua | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 14851496

DESCRIPTION: A jellyfish that drifts aimlessly on the sea among waves. Its body is translucent, making it hard to distinguish its shape.

Kagemusha

A 800 D 400

KAGEMUSHA OF THE BLUE FLAME

NUMBER: 214 | COST: 59
STAR LEVEL: 2 | ATTACK: 800
TYPE: Warrior | DEFENSE: 400
SUMMON: Pyro | PASSWORD: 15401633

DESCRIPTION: A dutiful warrior that serves as the double of its master. It is armed with a sword renowned for its sharpness.

KAIRYU-SHIN

NUMBER: 73 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Sea Dragon | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 76634149

DESCRIPTION: A gigantic sea dragon that creates massive tidal waves. It has the power to turn the field into a sea.

KAISER DRAGON

NUMBER: 427 | COST: 6
STAR LEVEL: 7 | ATTACK: 2300
TYPE: Dragon | DEFENSE: 2000
SUMMON: Light | PASSWORD: 94566432

DESCRIPTION: The emperor of all dragons has bat-like wings and huge pride. Befitting its status, its attacks are powerful.

KAISER SEA HORSE

NUMBER: 406 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Sea Dragon | DEFENSE: 1650
SUMMON: Aqua | PASSWORD: 17444133

DESCRIPTION: A fierce sea dragon of a massive and intimidating stature. Its very sight causes others to cower in fear.

KAMINARI ATTACK

NUMBER: 458 | COST: 61
STAR LEVEL: 5 | ATTACK: 1900
TYPE: Thunder | DEFENSE: 1400
SUMMON: Thunder | PASSWORD: 09653271

DESCRIPTION: An electric deity that looks down on earth from the heavens. It smites evildoers with bolts of lightning.

KAMINARIKOZOU

NUMBER: 211 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Thunder | DEFENSE: 600
SUMMON: Thunder | PASSWORD: 15510988

DESCRIPTION: A young monster that keeps lightning charged in its body. It can turn dangerous if anyone were to make it cry.

KANAN THE SWORDMISTRESS

NUMBER: 352 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 1400
SUMMON: Earth | PASSWORD: 12829151

DESCRIPTION: A female swordsman in armor wielding a sword and shield. She floats like a butterfly and stings like a bee.

KANIKABUTO

NUMBER: 451 | COST: 72
STAR LEVEL: 3 | ATTACK: 650
TYPE: Aqua | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 84103702

DESCRIPTION: A strange crab creature that has a pair of huge pincers. It chops up its foes using the pincers.

KAPPA AVENGER

NUMBER: 450 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Aqua | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 48109103

DESCRIPTION: A traditional Japanese monster that lives only for revenge. It sold its soul to evil for avenging the deaths of friends.

KARATE MAN

NUMBER: 182 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Warrior | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 23289281

DESCRIPTION: A lean and buff karate master with fists of steel. He has the power to shatter 10,000 roof tiles.

KARBONALA WARRIOR

NUMBER: 43 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 54541900

DESCRIPTION: A deceptive card of what appears to be an ordinary swordsman. However, it has a notably high attack power.

KAZEJIN

NUMBER: 372 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Magician | DEFENSE: 2200
SUMMON: Wind | PASSWORD: 62340868

DESCRIPTION: A powerful deity that represents the element of wind. It can join "Sanga" and "Suijin" to become a "Gate Guardian."

KELDO

NUMBER: 112 | COST: 207
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Magician | DEFENSE: 1600
SUMMON: Light | PASSWORD: 80441106

DESCRIPTION: A user of light magic that stands guard over a graveyard. It wards off disturbers of the dead with a sacred light.

KEY MACE

NUMBER: 192 | COST: 22
STAR LEVEL: 1 | ATTACK: 400
TYPE: Fairy | DEFENSE: 300
SUMMON: Light | PASSWORD: 01929294

DESCRIPTION: A very small angel that is the picture of cuteness with its key. Its adorable qualities let it unlock the hearts of its foes.

KILLER NEEDLE

NUMBER: 53 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Insect | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 88979991

DESCRIPTION: An enormous bee that has more strength than it first appears. It can be a serious threat if it were to swarm with others.

KING OF YAMIMAKAI

NUMBER: 85 | COST: 331
STAR LEVEL: 5 | ATTACK: 2600
TYPE: Fiend | DEFENSE: 2300
SUMMON: Fiend | PASSWORD: 69455834

DESCRIPTION: A wickedly cruel being that bears an awful power of darkness. It destroys all around it with its overwhelming power.

KING'S KNIGHT

NUMBER: 563 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Warrior | DEFENSE: 1400
SUMMON: Light | PASSWORD: —

DESCRIPTION: A grandiose warrior that can summon "Jack's Knight" if a "Queen's Knight" is on the player's field.

KISEITAI

NUMBER: 292 | COST: 59
STAR LEVEL: 2 | ATTACK: 300
TYPE: Fiend | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 04266839

DESCRIPTION: A parasitic, worm-like fiend that affects the actions of its host. If you do something you know to be wrong, this is to blame.

KOJIKOCY

NUMBER: 66 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 01184620

DESCRIPTION: A thoroughly evil hunter that considers humans fair game. Its brute strength lets it crush rocks into shards.

KOROGASHI

NUMBER: 485 | COST: 33
STAR LEVEL: 2 | ATTACK: 550
TYPE: Insect | DEFENSE: 400
SUMMON: Forest | PASSWORD: 32569498

DESCRIPTION: A high-power dung beetle that can roll dung larger than itself. It crushes its foes with its massive ball of dung.

KOTODAMA

NUMBER: 232 | COST: 207
STAR LEVEL: 3 | ATTACK: 0
TYPE: Fairy | DEFENSE: 1600
SUMMON: Earth | PASSWORD: 19406822

DESCRIPTION: A freaky fairy whose body is scored with peculiar red lines. Hearing its voice results in ten days of agony, then death.

KOUMORI DRAGON

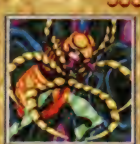
NUMBER: 31 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Dragon | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 67724379

DESCRIPTION: A vicious, bat-like dragon with wings, long tail, and sharp teeth. It spews a black and fiery breath that turns souls dark.

KROKODILUS

NUMBER: 76 | COST: 121
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Reptile | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 76512652

DESCRIPTION: A crocodile that became intelligent, but also more ferocious. It repels attacks with its hard and scaly hide.



KUMOOTOKO

NUMBER: 221 | COST: 161
STAR LEVEL: 3 | ATTACK: 700
TYPE: Insect | DEFENSE: 1400
SUMMON: Forest | PASSWORD: 56283725

DESCRIPTION: An enormous spider that grew not only cunning, but intelligent. It sprays silk from its mouth to hold foes immobile.

KURAMA

NUMBER: 300 | COST: 59
STAR LEVEL: 3 | ATTACK: 800
TYPE: Winged Beast | DEFENSE: 800
SUMMON: Wind | PASSWORD: 85705804

DESCRIPTION: A strange bird creature with wings, a long tail and arms. It attacks foes from the sky using the tail.

KURIBOH

NUMBER: 58 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Fiend | DEFENSE: 200
SUMMON: Shadow | PASSWORD: 40640057

DESCRIPTION: A small and furry fiend that is not much of a threat. However, it can be a pain if they appear in numbers in darkness.

KUWAGATA A

NUMBER: 480 | COST: 130
STAR LEVEL: 4 | ATTACK: 1250
TYPE: Insect | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 60802233

DESCRIPTION: A ferocious stag beetle encased within a craggy hard shell. Beware of its guillotine cutter attack that aims for the neck.

KWAGAR HERCULES

NUMBER: 533 | COST: 61
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Insect | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 09514493

DESCRIPTION: A hybrid insect of a stag beetle and a horned beetle. It has the former's mandibles and the latter's huge horn.

LA JINN THE MYSTICAL GENIE OF THE LAMP

NUMBER: 379 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fiend | DEFENSE: 1000
SUMMON: Shadow | PASSWORD: 97590747

DESCRIPTION: An obeisant genie that keeps hidden in a magical lamp. It grants any wish of the master who has summoned it.

LABYRINTH TANK

NUMBER: 370 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Machine | DEFENSE: 2400
SUMMON: Fiend | PASSWORD: 99551425

DESCRIPTION: A powerhouse machine found in labyrinths. It can be powered up based on the number of Labyrinth Walls on the own field.

LABYRINTH WALL

NUMBER: 366 | COST: 585
STAR LEVEL: 5 | ATTACK: 0
TYPE: Rock | DEFENSE: 3000
SUMMON: Earth | PASSWORD: 67284908

DESCRIPTION: A strictly defensive card that depicts a labyrinth made of stone. It creates walls on the field, forming a maze without an exit.

LADY OF FAITH

NUMBER: 612 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Magician | DEFENSE: 800
SUMMON: Light | PASSWORD: 17358176

DESCRIPTION: A devout young woman who has a restorative power. Her strange chanting can restore LP by 500.

LALA LI-OON

NUMBER: 191 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Thunder | DEFENSE: 600
SUMMON: Thunder | PASSWORD: 09430387

DESCRIPTION: A cloud-like monster that is charged with powerful electricity. It unleashes downpours of a fluid that dissolves all substances.

LAMOON

NUMBER: 128 | COST: 25
STAR LEVEL: 5 | ATTACK: 1200
TYPE: Magician | DEFENSE: 1700
SUMMON: Light | PASSWORD: 75850803

DESCRIPTION: A female spellcaster, who makes her home on the moon. She allures foes with the magical powers of the moon.

LARVAE MOTH

NUMBER: 56 | COST: 255
STAR LEVEL: 2 | ATTACK: 500
TYPE: Insect | DEFENSE: 400
SUMMON: Forest | PASSWORD: 87756343

DESCRIPTION: Because it is only an undeveloped larva, it is very weak. However, it grows into an enormous moth.

LARVAS

NUMBER: 155 | COST: 87
STAR LEVEL: 3 | ATTACK: 800
TYPE: Beast | DEFENSE: 1000
SUMMON: Forest | PASSWORD: 94675535

DESCRIPTION: A monstrous bird that moves with darting quickness. It binds and squeezes the foe with its long and thin arms.

LAST TUSK MAMMOTH

NUMBER: 550 | COST: 121
STAR LEVEL: 3 | ATTACK: 800
TYPE: Dinosaur | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: —

DESCRIPTION: An imposing mammoth with a massive pair of curved tusks. Its hairy coat provides a superb level of protection.

LAUGHING FLOWER

NUMBER: 510 | COST: 72
STAR LEVEL: 2 | ATTACK: 900
TYPE: Plant | DEFENSE: 500
SUMMON: Forest | PASSWORD: 42591472

DESCRIPTION: A bizarre flowering plant that laughs without stop. Hearing its laughter for too long leads to confusion.

LAUNCHER SPIDER

NUMBER: 390 | COST: 20
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Machine | DEFENSE: 2500
SUMMON: Pyro | PASSWORD: 87322377

DESCRIPTION: A mechanical spider that is fitted with a pair of rocket launchers. It fires its rockets in barrages that obliterate the targets.

LAVA BATTLEGUARD

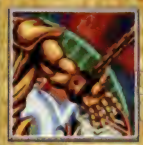
NUMBER: 554 | COST: 41
STAR LEVEL: 5 | ATTACK: 1550
TYPE: Warrior | DEFENSE: 1800
SUMMON: Shadow | PASSWORD: 20394040

DESCRIPTION: A brutal warrior with two horns and a wild mass of hair. It powers up for every "Swamp Battleguard" on the own field.

LAVA GOLEM

NUMBER: 605 | COST: 95
STAR LEVEL: 8 | ATTACK: 3000
TYPE: Fiend | DEFENSE: 2500
SUMMON: Pyro | PASSWORD: 00102380

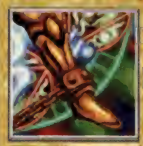
DESCRIPTION: If this is the own hand, it can be made to appear on the enemy's field for two enemy monsters as tributes.



LEFT ARM OF THE FORBIDDEN ONE

NUMBER: 20 | COST: 66
STAR LEVEL: 1 | ATTACK: 200
TYPE: Magician | DEFENSE: 300
SUMMON: Shadow | PASSWORD: 07902349

DESCRIPTION: One of the five limbs of Exodia, the forbidden monster. If all five cards gather in the hand of the player, he wins.



LEFT LEG OF THE FORBIDDEN ONE

NUMBER: 18 | COST: 66
STAR LEVEL: 1 | ATTACK: 200
TYPE: Magician | DEFENSE: 300
SUMMON: Shadow | PASSWORD: 44519536

DESCRIPTION: One of the five limbs of Exodia, the forbidden monster. If all five cards gather in the hand of the player, he wins.

LEGENDARY FIEND

NUMBER: 676 | COST: 41
STAR LEVEL: 6 | ATTACK: 1500
TYPE: Fiend | DEFENSE: 1800
SUMMON: Shadow | PASSWORD: —

DESCRIPTION: A fiend with large black wings that is described in legends. It has the ability to power itself up.

LEGHUL

NUMBER: 397 | COST: 19
STAR LEVEL: 1 | ATTACK: 300
TYPE: Insect | DEFENSE: 350
SUMMON: Forest | PASSWORD: 12472242

DESCRIPTION: A monstrous worm that has a special power despite its stats. Its attack power can be used to damage the opponent directly.

LEGION THE FIEND JESTER

NUMBER: 739 | COST: 183
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Magician | DEFENSE: 1500
SUMMON: Fiend | PASSWORD: 25280974

DESCRIPTION: A magician on the dark side in the guise of a jester. It bobs and weaves to avoid attack, then strikes sharply.

LEOGUN

NUMBER: 403 | COST: 32
STAR LEVEL: 5 | ATTACK: 1750
TYPE: Beast | DEFENSE: 1550
SUMMON: Earth | PASSWORD: 10538007

DESCRIPTION: A lion with a magnificent mane suitable for the king of beasts. Its body is similarly formidable.

LEOPARD GIRL

NUMBER: 793 | COST: 73
STAR LEVEL: 6 | ATTACK: 1950
TYPE: Beast-Warrior | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 49000779

DESCRIPTION: A beast warrior that breathes on the neck of its foe. The startled foe is then shredded by this quick being.

LESSER DRAGON

NUMBER: 561 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Dragon | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 55444629

DESCRIPTION: A low-class dragon that is simply not particularly strong. It does not even have a breath attack.

LIGHTNING CONGER

NUMBER: 674 | COST: 53
STAR LEVEL: 3 | ATTACK: 350
TYPE: Thunder | DEFENSE: 750
SUMMON: Thunder | PASSWORD: 27671321

DESCRIPTION: A massive eel that uses lightning to destroy its foes. It is said to have evolved from an electric eel.

LISARK

NUMBER: 163 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Beast | DEFENSE: 1300
SUMMON: Wind | PASSWORD: 55210709

DESCRIPTION: A jarringly colored beast that has eyes composed of sapphires. It confuses its foe with mirage-like visions, then strikes.

LITTLE CHIMERA

NUMBER: 598 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Beast | DEFENSE: 550
SUMMON: Wind | PASSWORD: 68658728

DESCRIPTION: A monster that came from an experiment to grow wings on a beast. Despite its appearance, it is not very strong.

LITTLE D

NUMBER: 573 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Dinosaur | DEFENSE: 700
SUMMON: Earth | PASSWORD: 42625254

DESCRIPTION: An infant tyrannosaur that is tough in its own regard. Its nature is vicious in the extreme.

LIVING VASE

NUMBER: 588 | COST: 103
STAR LEVEL: 3 | ATTACK: 900
TYPE: Plant | DEFENSE: 1100
SUMMON: Forest | PASSWORD: 34320307

DESCRIPTION: An animated floral vase that scatters pollen from its flowers. While it is scattering pollen, it lunges and bites.

LORD OF D.

NUMBER: 741 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Magician | DEFENSE: 1100
SUMMON: Shadow | PASSWORD: 17985575

DESCRIPTION: A monstrous magician that wears a large, concealing cape. It has the power to rule over many of the dragons.

LUCKY TRINKET

NUMBER: 183 | COST: 59
STAR LEVEL: 2 | ATTACK: 600
TYPE: Magician | DEFENSE: 800
SUMMON: Light | PASSWORD: 03985011

DESCRIPTION: A peculiar, grinning being with numerous tiny legs and wings. Although it appears to be frail, it is protected by a holy power.

LUNAR QUEEN ELZAIM

NUMBER: 260 | COST: 103
STAR LEVEL: 3 | ATTACK: 750
TYPE: Fairy | DEFENSE: 1100
SUMMON: Light | PASSWORD: 62210247

DESCRIPTION: A lovely winged goddess who stands guard over the moon. She blocks attacks with a curtain of moonlight.

MACHINE ATTACKER

NUMBER: 648 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Machine | DEFENSE: 1300
SUMMON: Fiend | PASSWORD: 38116136

DESCRIPTION: A machine that was made to undertake suicidal ram attacks. It plows over foes by charging recklessly.

MACHINE KING

NUMBER: 407 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Machine | DEFENSE: 2000
SUMMON: Pyro | PASSWORD: 46700124

DESCRIPTION: A sturdy machine that, while on the own field, powers up one level for every Machine-Type monster on both fields.

MAMMOTH GRAVEYARD

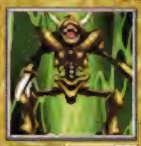
NUMBER: 59 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Dinosaur | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 40374923

DESCRIPTION: An animated skeleton of a mammoth with a debilitating power. It can power down every monster on the enemy's field.

MAGICAL GHOST

NUMBER: 470 | COST: 161
STAR LEVEL: 5 | ATTACK: 1300
TYPE: Zombie | DEFENSE: 1400
SUMMON: Fiend | PASSWORD: 46474915

DESCRIPTION: A female ghost that casts spells on foes during battle. Her spells sow terror and confusion among foes.



MAN-EATER BUG

NUMBER: 501 | COST: 37
STAR LEVEL: 2 | ATTACK: 450
TYPE: Insect | DEFENSE: 600
SUMMON: Forest | PASSWORD: 54652250

DESCRIPTION: A hulking insect whose forelegs end in awesome pincers. It chops up foes with its pincers and eats voraciously.

MAGICIAN OF BLACK CHAOS

NUMBER: 721 | COST: 999
STAR LEVEL: 8 | ATTACK: 2800
TYPE: Magician | DEFENSE: 2600
SUMMON: Divine | PASSWORD: 30208479

DESCRIPTION: A master of magicians who embodies the sinister power of chaos. He is the fusion of shadow and light.

MAN-EATING PLANT

NUMBER: 75 | COST: 59
STAR LEVEL: 2 | ATTACK: 800
TYPE: Plant | DEFENSE: 600
SUMMON: Shadow | PASSWORD: 49127943

DESCRIPTION: A thorny plant with what appears to be a lovely flower. However, the flower is used to swallow unsuspecting prey.

MAGICIAN OF FAITH

NUMBER: 428 | COST: 22
STAR LEVEL: 1 | ATTACK: 300
TYPE: Magician | DEFENSE: 400
SUMMON: Light | PASSWORD: 31560081

DESCRIPTION: A female magician whose immaturity makes her weak. She banishes darkness with sacred spells.

MAN-EATING TREASURE CHEST

NUMBER: 771 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Fiend | DEFENSE: 1000
SUMMON: Dreams | PASSWORD: 13723605

DESCRIPTION: A fiendish treasure chest that savors people with valuables. It chomps down on anyone that ventures too close.

MAHA VAILO

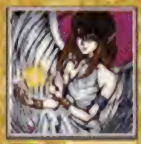
NUMBER: 493 | COST: 195
STAR LEVEL: 4 | ATTACK: 1550
TYPE: Magician | DEFENSE: 1400
SUMMON: Light | PASSWORD: 93013676

DESCRIPTION: A magician who is always dressed in an outfit of navy blue. He always sits cross-legged and meditates.

MANGA RYU-RAN

NUMBER: 727 | COST: 30
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Dragon | DEFENSE: 2600
SUMMON: Fiend | PASSWORD: 38369349

DESCRIPTION: A cartoony dragon that wears an eggshell for protection. Despite its whimsical appearance, it is very strong.



MAIDEN OF THE MOONLIGHT

NUMBER: 631 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Magician | DEFENSE: 1300
SUMMON: Dreams | PASSWORD: 79629370

DESCRIPTION: A magic-using maiden who is under the moon's protection. Her ethereal spells enchant foes into seeing illusions.

MARINE BEAST

NUMBER: 617 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Fish | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 29929832

DESCRIPTION: A beastly being of the high seas with needle-sharp fangs. If it buries its fangs in its foe, it will not let go.

MASAKI THE LEGENDARY SWORDSMAN

NUMBER: 293 | COST: 103
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Warrior | DEFENSE: 1100
SUMMON: Light | PASSWORD: 44287299

DESCRIPTION: A legendary swordsman who wears a huge and thick suit of armor. He is said to have killed a hundred men like him.

MASK OF DARKNESS

NUMBER: 102 | COST: 72
STAR LEVEL: 2 | ATTACK: 900
TYPE: Fiend | DEFENSE: 400
SUMMON: Shadow | PASSWORD: 28933734

DESCRIPTION: An animated mask created by a magician using dark powers. It attacks using a dark power that cannot be seen.

MASK OF SHINE & DARK

NUMBER: 720 | COST: 999
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Magician | DEFENSE: 1800
SUMMON: Divine | PASSWORD: 25110231

DESCRIPTION: A sinister mask that uses illusions to confuse its foes. It creates a swirling vision of dark and light.

MASKED BEAST DES GARDIUS

NUMBER: 680 | COST: 168
STAR LEVEL: 8 | ATTACK: 3300
TYPE: Fiend | DEFENSE: 2500
SUMMON: Shadow | PASSWORD: —

DESCRIPTION: A fiendish masked monster that makes prey of human beings. The mask is said to show the faces of the people it has eaten.

MASKED SORCERER

NUMBER: 220 | COST: 161
STAR LEVEL: 4 | ATTACK: 900
TYPE: Magician | DEFENSE: 1400
SUMMON: Shadow | PASSWORD: 10189126

DESCRIPTION: A secretive sorcerer who conceals his identity with a mask. No one has ever seen the sorcerer's face.

MASTER OF DRAGON SOLDIER

NUMBER: 698 | COST: 169
STAR LEVEL: 12 | ATTACK: 5000
TYPE: Dragon | DEFENSE: 5000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A huge and awesomely strong dragon that can be powered up based on the number of dragons on the player's field.

MAVELUS

NUMBER: 272 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Winged Beast | DEFENSE: 900
SUMMON: Pyro | PASSWORD: 59036972

DESCRIPTION: A type of a fiery bird that makes its home in high mountains. It sprays fire from its mouth to burn everything around it.

MECH BASS

NUMBER: 441 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Machine | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 50176820

DESCRIPTION: A mechanized bass with a large mouth and a cannon on its back. The cannon fires blinding plasma rays.

MECHALEON

NUMBER: 536 | COST: 59
STAR LEVEL: 2 | ATTACK: 800
TYPE: Reptile | DEFENSE: 600
SUMMON: Aqua | PASSWORD: 94412545

DESCRIPTION: A large chameleon with the ability to alter its body coloring. Using this ability, it can conceal itself in any location.

MECHANICAL SPIDER

NUMBER: 410 | COST: 29
STAR LEVEL: 2 | ATTACK: 400
TYPE: Machine | DEFENSE: 500
SUMMON: Forest | PASSWORD: 45688586

DESCRIPTION: A spider-like monster that operates on a system like clockwork. It attacks using sickles at the tips of its feet.

MECHANICALCHASER

NUMBER: 415 | COST: 274
STAR LEVEL: 4 | ATTACK: 1850
TYPE: Machine | DEFENSE: 800
SUMMON: Fiend | PASSWORD: 07359741

DESCRIPTION: A robotic hunter that capably serves the "Machine King." It pursues its targets relentlessly until they are caught.

Mega Thund

Thd A 750 D 600

MEGA THUNDERBALL

NUMBER: 537 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Thunder | DEFENSE: 600
SUMMON: Thunder | PASSWORD: 21817254

DESCRIPTION: A tricolor ball of many spikes that rolls around on its own. While it is rolling, it releases jolts of electrical charges.

Megasonic

Fnd A1500 D1800

MEGASONIC EYE

NUMBER: 355 | COST: 41
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Machine | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 07562372

DESCRIPTION: A killing machine that came from the far reaches of space. It is made of a mysterious metal.

Megazowler

Erth A1800 D2000

MEGAZOWLER

NUMBER: 79 | COST: 86
STAR LEVEL: 6 | ATTACK: 1800
TYPE: Dinosaur | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 75390004

DESCRIPTION: A dinosaur with horns protruding from all over its body. As expected, its ramming attacks are very powerful.

Megirus Li

Shd A 900 D 600

MEGIRUS LIGHT

NUMBER: 271 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Fiend | DEFENSE: 600
SUMMON: Shadow | PASSWORD: 23032273

DESCRIPTION: A creepy fiend with blue eyes that shine with an ill light. The evil light of its eyes inflicts damage.

Melchid th

Fnd A1500 D1200

MELCHID THE FOUR-FACE BEAST

NUMBER: 678 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 86569121

DESCRIPTION: A strange monster that switches its four masks in battle. By switching masks, it changes its attack modes four ways.

Meotoko

Fnd A 700 D 600

MEOTOKO

NUMBER: 212 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Beast | DEFENSE: 600
SUMMON: Fiend | PASSWORD: 53832650

DESCRIPTION: An enormous, headless beast with an eye glaring from its chest. It attacks by shooting a destructive beam from its eye.

Metal Drag

Pyr A1850 D1700

METAL DRAGON

NUMBER: 409 | COST: 50
STAR LEVEL: 6 | ATTACK: 1850
TYPE: Machine | DEFENSE: 1700
SUMMON: Pyro | PASSWORD: 09293977

DESCRIPTION: A mechanized dragon whose body gleams in a glittering silver. Be prepared against its fiery breath.

Metal Fish

Aqu A1600 D1900

METAL FISH

NUMBER: 438 | COST: 61
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Machine | DEFENSE: 1900
SUMMON: Aqua | PASSWORD: 55998462

DESCRIPTION: A fish that is constructed of metal with a sharp cutter as its tail. It chops up opponents with its tail fin.

Metal Guar

Fnd A1500 D2800

METAL GUARDIAN

NUMBER: 88 | COST: 449
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Fiend | DEFENSE: 2800
SUMMON: Fiend | PASSWORD: 68339286

DESCRIPTION: A fiend that guards the treasures in the world of fiends. Its DEF in darkness is outstandingly high.

Metalzoa

Fnd A3000 D2300

METALZOA

NUMBER: 392 | COST: 95
STAR LEVEL: 8 | ATTACK: 3000
TYPE: Machine | DEFENSE: 2300
SUMMON: Fiend | PASSWORD: 50705071

DESCRIPTION: A Zoa that has undergone metallization into a deadly machine. Its attack power is extremely high.

Meteor B.

Pyr A3500 D2000

METEOR B. DRAGON

NUMBER: 713 | COST: 229
STAR LEVEL: 8 | ATTACK: 3500
TYPE: Dragon | DEFENSE: 2000
SUMMON: Pyro | PASSWORD: 90660762

DESCRIPTION: A dragon whose body is a meteor that roils in red-black fire. Its body heat vaporizes everything nearby.

Meteor Dra

Erth A1800 D2000

METEOR DRAGON

NUMBER: 712 | COST: 86
STAR LEVEL: 6 | ATTACK: 1800
TYPE: Dragon | DEFENSE: 2000
SUMMON: Earth | PASSWORD: 64271667

DESCRIPTION: A dragon that came from the outer reaches of space. It fell to earth with meteors.

Mikazukino

Ext A2200 D2350

MIKAZUKINOYAIBA

NUMBER: 711 | COST: 9
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Dragon | DEFENSE: 2350
SUMMON: Light | PASSWORD: 83678433

DESCRIPTION: A ferocious dragon warrior armed with a crescent-blade sword. It is said to have come from the moon.

Millennium

Ext A2000 D2200

MILLENNIUM GOLEM

NUMBER: 453 | COST: 150
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Rock | DEFENSE: 2200
SUMMON: Earth | PASSWORD: 47986555

DESCRIPTION: A craggy Golem that had been made the guardian of treasures. For over a thousand years, it fulfilled its duty.

Millennium

Div A 0 D3000

MILLENNIUM SHIELD

NUMBER: 362 | COST: 999
STAR LEVEL: 5 | ATTACK: 0
TYPE: Warrior | DEFENSE: 3000
SUMMON: Divine | PASSWORD: 32012841

DESCRIPTION: A divine shield that is known to have legendary powers. It is said to have been owned by kings in ancient Egypt.

Milus Radi

For A 300 D 250

MILUS RADIANT

NUMBER: 527 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Beast | DEFENSE: 250
SUMMON: Forest | PASSWORD: 07489323

DESCRIPTION: A deceptive beast that appears to be the picture of cuteness. However, it is cruel and vicious in reality.

Minar

Fnd A 850 D 750

MINAR

NUMBER: 534 | COST: 65
STAR LEVEL: 3 | ATTACK: 850
TYPE: Insect | DEFENSE: 750
SUMMON: Fiend | PASSWORD: 32539892

DESCRIPTION: A two-horned insect monster that has two pairs of forelegs. Each of the arms moves independently for attacking.

Minomushi

Ext A1300 D1200

MINOMUSHI WARRIOR

NUMBER: 456 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Rock | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 46864967

DESCRIPTION: A hardy warrior that is completely encased in a rock armor. It swings around a heavy sword hewn out of stone.

Mirage Kni

A2800 D2000

MIRAGE KNIGHT

NUMBER: 646 | COST: 58
STAR LEVEL: 8 | ATTACK: 2800
TYPE: Warrior | DEFENSE: 2000
SUMMON: Dreams | PASSWORD: 49217579

DESCRIPTION: A warrior who, at the start of the foe's turn, can split into a "Dark Magician" and a "Flame Swordsman."

Misairuzam

A1400 D1600

MISAIRUZAME

NUMBER: 542 | COST: 14
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Fish | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 33178416

DESCRIPTION: A spiny fish that has sharp spikes growing all over its body. It launches missiles from its belly.

Monster Eg

Ext A 600 D 900

MONSTER EGG

NUMBER: 147 | COST: 72
STAR LEVEL: 3 | ATTACK: 600
TYPE: Warrior | DEFENSE: 900
SUMMON: Earth | PASSWORD: 36121917

DESCRIPTION: An enigmatic warrior that hides itself inside a large eggshell. It attacks by flinging the shell at its foe.

Monster Ey

Fnd A 250 D 350

MONSTER EYE

NUMBER: 402 | COST: 19
STAR LEVEL: 1 | ATTACK: 250
TYPE: Fiend | DEFENSE: 350
SUMMON: Fiend | PASSWORD: 84133008

DESCRIPTION: A sneaky familiar that spies on foes from a variety of places. It has the ability to reveal the cards in the foe's hand.

Monster Ta

For A1800 D1600

MONSTER TAMER

NUMBER: 376 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Warrior | DEFENSE: 1600
SUMMON: Forest | PASSWORD: 97612389

DESCRIPTION: A warrior who is skilled at handling "Dungeon Worms" in duels. He can power up all "Dungeon Worms" on the player's field.

Monstrous

A 2000 D 1900

MONSTROUS BIRD

NUMBER: 522
STAR LEVEL: 6
TYPE: Winged Beast
SUMMON: Wind
COST: 86
ATTACK: 2000
DEFENSE: 1900
PASSWORD: 35712107

DESCRIPTION: A somewhat rarely seen bird of the most amazing size. It dives on foes at sharp angles to strike.

Mother Gri

A 1400 D 1000

MOTHER GRIZZLY

NUMBER: 204
STAR LEVEL: 4
TYPE: Beast-Warrior
SUMMON: Aqua
COST: 161
ATTACK: 1400
DEFENSE: 1000
PASSWORD: 57839750

DESCRIPTION: A bruin that tears at the foe's throat with hooked claws. The foe's life is over in just five seconds.

Monsturtle

A 800 D 1000

MONSTURTLE

NUMBER: 177
STAR LEVEL: 3
TYPE: Aqua
SUMMON: Aqua
COST: 87
ATTACK: 800
DEFENSE: 1000
PASSWORD: 15820147

DESCRIPTION: A massively armored turtle enclosed in a shell studded with spikes. Extremely aggressive, it will not grow obedient to people.

Mountain W

A 600 D 1000

MOUNTAIN WARRIOR

NUMBER: 29
STAR LEVEL: 3
TYPE: Beast-Warrior
SUMMON: Earth
COST: 87
ATTACK: 600
DEFENSE: 1000
PASSWORD: 04931562

DESCRIPTION: A muscular warrior built to withstand harsh elements and terrain. It has no trouble getting about on even terrible ground.

Moon Envoy

A 1100 D 1000

MOON ENVOY

NUMBER: 290
STAR LEVEL: 4
TYPE: Warrior
SUMMON: Light
COST: 103
ATTACK: 1100
DEFENSE: 1000
PASSWORD: 45909477

DESCRIPTION: A striking warrior who serves the goddess of the moon. He uses a pole arm with a quarter moon blade.

Mr. Volcan

A 2100 D 1300

MR. VOLCANO

NUMBER: 286
STAR LEVEL: 5
TYPE: Pyro
SUMMON: Pyro
COST: 116
ATTACK: 2100
DEFENSE: 1300
PASSWORD: 31477025

DESCRIPTION: A gentleman who is skilled in the exotic art of pyrotechnics. While he is mild-mannered, he has a terrible temper.

Morinphen

A 1550 D 1300

MORINPHEN

NUMBER: 498
STAR LEVEL: 5
TYPE: Fiend
SUMMON: Fiend
COST: 10
ATTACK: 1550
DEFENSE: 1300
PASSWORD: 55784832

DESCRIPTION: A freakish winged fiend with a pointed head like that of a fish. Its long arms end in hooked talons.

Muka Muka

A 600 D 300

MUKA MUKA

NUMBER: 516
STAR LEVEL: 2
TYPE: Rock
SUMMON: Earth
COST: 37
ATTACK: 600
DEFENSE: 300
PASSWORD: 46657337

DESCRIPTION: An extremely irritating bug that annoys foes into huge rages. It is adept at goading the furious foes into going out of control.

Morphing J

A 700 D 600

MORPHING JAR

NUMBER: 591
STAR LEVEL: 2
TYPE: Rock
SUMMON: Earth
COST: 47
ATTACK: 700
DEFENSE: 600
PASSWORD: 33508719

DESCRIPTION: A curious jar in which hides a being with a single eye. The being leaps out to attack the unwary who get too close.

Muse-A

A 850 D 900

MUSE-A

NUMBER: 592
STAR LEVEL: 3
TYPE: Fairy
SUMMON: Light
COST: 72
ATTACK: 850
DEFENSE: 900
PASSWORD: 69992868

DESCRIPTION: An ethereal and artistic fairy known for her harp playing. When it comes to the harp, she is far beyond compare.

Morphing J

A 800 D 700

MORPHING JAR #2

NUMBER: 267
STAR LEVEL: 3
TYPE: Rock
SUMMON: Earth
COST: 59
ATTACK: 800
DEFENSE: 700
PASSWORD: 79106360

DESCRIPTION: A jar that was constructed in the world of fiends. Anything placed inside it can never be recovered.

Mushroom M

A 800 D 600

MUSHROOM MAN

NUMBER: 8
STAR LEVEL: 2
TYPE: Plant
SUMMON: Forest
COST: 59
ATTACK: 800
DEFENSE: 600
PASSWORD: 14181608

DESCRIPTION: A monster that is at its best in chilly and damp locations. It attacks by releasing clouds of spores from its cap.

MUSHROOM MAN #2

NUMBER: 553 | COST: 130
STAR LEVEL: 3 | ATTACK: 1250
TYPE: Warrior | DEFENSE: 800
SUMMON: Forest | PASSWORD: 93900406

DESCRIPTION: The grown form of "Mushroom Man" is a mix of a tree and fungus. Its attack power is much higher than the original guise.

MUSICIAN KING

NUMBER: 495 | COST: 32
STAR LEVEL: 5 | ATTACK: 1750
TYPE: Magician | DEFENSE: 1500
SUMMON: Light | PASSWORD: 56907389

DESCRIPTION: A musical master whose guitar playing is unmatched by others. He attacks by generating ultrasonic waves.

M-WARRIOR #1

NUMBER: 160 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Warrior | DEFENSE: 500
SUMMON: Earth | PASSWORD: 56342351

DESCRIPTION: A striking, blue-skinned warrior armed with a conical sword. It can power up "M-Warrior #2" on the own field.

M-WARRIOR #2

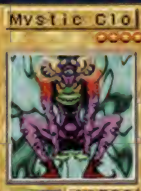
NUMBER: 161 | COST: 87
STAR LEVEL: 3 | ATTACK: 500
TYPE: Warrior | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 92731455

DESCRIPTION: A striking, red-skinned warrior armed with a flat blade. It can power up "M-Warrior #1" on the own field.

MYSTERIOUS PUPPETEER

NUMBER: 166 | COST: 183
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Warrior | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 54098121

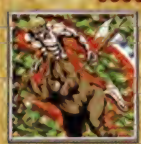
DESCRIPTION: A horrifying puppeteer that has the power to mesmerize its foes. Once a foe is under this being's spell, it becomes a mere puppet.



MYSTIC CLOWN

NUMBER: 281 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Fiend | DEFENSE: 1000
SUMMON: Shadow | PASSWORD: 47060154

DESCRIPTION: A bizarre creature with many eyes that attacks as if demented. It cannot be stopped in its crazed rampage by anyone.



MYSTIC HORSEMAN

NUMBER: 91 | COST: 195
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Beast | DEFENSE: 1550
SUMMON: Forest | PASSWORD: 68516705

DESCRIPTION: An axe-bearing beast that is half human and half horse. Fleet of foot, it is impossible for anyone to catch.

MYSTIC LAMP

NUMBER: 387 | COST: 22
STAR LEVEL: 1 | ATTACK: 400
TYPE: Magician | DEFENSE: 300
SUMMON: Shadow | PASSWORD: 98049915

DESCRIPTION: An enchanted lamp that has a special power despite its stats. Its attack power can be used to damage the opponent directly.

MYSTIC TOMATO

NUMBER: 227 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Plant | DEFENSE: 1100
SUMMON: Forest | PASSWORD: 83011277

DESCRIPTION: A monster that had been a man who died by choking on tomatoes. His anger at his murder made him this monster.

MYSTICAL BEAST SERKET

NUMBER: 671 | COST: 279
STAR LEVEL: 6 | ATTACK: 2500
TYPE: Fairy | DEFENSE: 2000
SUMMON: Earth | PASSWORD: —

DESCRIPTION: A powerful scorpion-like being that can envelop a monster on the foe's field to power itself up.

MYSTICAL ELF

NUMBER: 2 | COST: 319
STAR LEVEL: 4 | ATTACK: 800
TYPE: Magician | DEFENSE: 2000
SUMMON: Light | PASSWORD: 15025844

DESCRIPTION: An elf with blue skin, yellow hair, and light of element. It can power up "Blue-Eyes White Dragons" on the own field.

MYSTICAL SAND

NUMBER: 531 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Rock | DEFENSE: 1700
SUMMON: Shadow | PASSWORD: 32751480

DESCRIPTION: A horrifying witch that can turn anything she desires into stone. The victims crumble away into sand.

MYSTICAL SHEEP #1

NUMBER: 642 | COST: 112
STAR LEVEL: 3 | ATTACK: 1150
TYPE: Beast | DEFENSE: 900
SUMMON: Dreams | PASSWORD: 30451366

DESCRIPTION: A long-tailed sheep with a fleece as dark as its heart. It employs illusory ruses and tricks.

MYSTICAL SHEEP #2

NUMBER: 282 | COST: 87
STAR LEVEL: 3 | ATTACK: 800
TYPE: Beast | DEFENSE: 1000
SUMMON: Dreams | PASSWORD: 83464209

DESCRIPTION: A sheep with a long tail from which dangles a pendulum. It swings the pendulum to hypnotize its foes into sleeping.

NECROLANCER THE TIMELORD

NUMBER: 143 | COST: 72
STAR LEVEL: 3 | ATTACK: 800
TYPE: Magician | DEFENSE: 900
SUMMON: Dreams | PASSWORD: 61454890

DESCRIPTION: A one-eyed being that has the ability to bend time as it wants. It emerges from a ring of time that can appear anywhere.

NEEDLE BALL

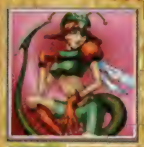
NUMBER: 490 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Fiend | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 94230224

DESCRIPTION: A ball-like fiend that is fully studded with sharp needles. It falls out of the sky in a cluster with many others.

NEEDLE WORM

NUMBER: 562 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Insect | DEFENSE: 600
SUMMON: Forest | PASSWORD: 81843628

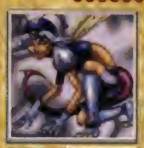
DESCRIPTION: An insect larva that has three sharp steel spikes on its head. Don't underestimate what this monster could do.



NEKOGAL #1

NUMBER: 252 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Beast | DEFENSE: 900
SUMMON: Forest | PASSWORD: 01761063

DESCRIPTION: A classy and beautiful spirit of a cat with a long tail. Despite her appearance, she is vicious and claws foes in a blur.



NEKOGAL #2

NUMBER: 627 | COST: 86
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Beast-Warrior | DEFENSE: 2000
SUMMON: Forest | PASSWORD: 43352213

DESCRIPTION: A feline-like beast warrior that deftly sidesteps attacks. She strikes with her sharp and hooked claws.

NEMURIKO

NUMBER: 129 | COST: 59
STAR LEVEL: 3 | ATTACK: 800
TYPE: Magician | DEFENSE: 700
SUMMON: Shadow | PASSWORD: 90963488

DESCRIPTION: A sleeping child that is swaddled in an enchanted scarf. It can make all enemy monsters on the field fall asleep.

NEO THE MAGIC SWORDSMAN

NUMBER: 770 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Magician | DEFENSE: 1000
SUMMON: Earth | PASSWORD: 50930991

DESCRIPTION: A swordsman who is equally adept at both swordplay and sorcery. He is useful to have around as a comrade.

NEWDORIA

NUMBER: 606 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 800
SUMMON: Dreams | PASSWORD: 04335645

DESCRIPTION: If this is in the own graveyard at the start of the player's turn, it destroys an enemy monster, and then disappears.

NIGHTMARE PENGUIN

NUMBER: 216 | COST: 32
STAR LEVEL: 5 | ATTACK: 1300
TYPE: Aqua | DEFENSE: 1750
SUMMON: Aqua | PASSWORD: —

DESCRIPTION: A penguin that, while on the player's field, powers up all the aqua, fish, sea dragon, and reptile types on the same field.

NIGHTMARE SCORPION

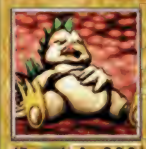
NUMBER: 116 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Insect | DEFENSE: 800
SUMMON: Earth | PASSWORD: 88643173

DESCRIPTION: A scorpion that lulls its foes to sleep and terrible nightmares. The sleeping foe is then stabbed by its four toxic stingers.

NIMBLE MOMONGA

NUMBER: 190 | COST: 87
STAR LEVEL: 2 | ATTACK: 1000
TYPE: Beast | DEFENSE: 100
SUMMON: Forest | PASSWORD: 22567609

DESCRIPTION: A flying squirrel that flies around its foe, out of reach. When it sees a chance, it goes for the foe's throat with fangs.



NIWATORI

NUMBER: 538 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Winged Beast | DEFENSE: 800
SUMMON: Forest | PASSWORD: 07805359

DESCRIPTION: A gargantuan bird that can swallow its enemies whole and alive. It absorbs what it eats as its energy.

NUVIA THE WICKED

NUMBER: 679 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Fiend | DEFENSE: 800
SUMMON: Shadow | PASSWORD: 12953226

DESCRIPTION: A dark fiend that had once been a woman fixated on revenge. She changed to this form by selling her soul to a dark entity.

OBELISK THE TORMENTOR

NUMBER: 234 | COST: 0
STAR LEVEL: 12 | ATTACK: 4000
TYPE: Warrior | DEFENSE: 4000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A monster that can wipe out all monsters on the foe's field. At the same time, it hits the foe with 4,000 LP worth of damage.

OCTOBERSER

NUMBER: 131 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Aqua | DEFENSE: 1400
SUMMON: Aqua | PASSWORD: 74637266

DESCRIPTION: A bizarre creature with a fish head and octopus tentacles. It attacks with a spear.

OCUBEAM

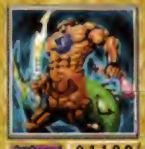
NUMBER: 396 | COST: 19
STAR LEVEL: 5 | ATTACK: 1550
TYPE: Fairy | DEFENSE: 1650
SUMMON: Wind | PASSWORD: 86088138

DESCRIPTION: A fearsome being that keeps watch with big ears and eye. Despite its terrifying appearance, it is a fairy.

OGRE OF THE BLACK SHADOW

NUMBER: 287 | COST: 161
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Beast-Warrior | DEFENSE: 1400
SUMMON: Fiend | PASSWORD: 45121025

DESCRIPTION: A foul ogre that has been possessed by a malevolent shadow. It charges foes at an astounding speed.



ONE WHO HUNTS SOULS

NUMBER: 246 | COST: 103
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Beast-Warrior | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 03606209

DESCRIPTION: A headless, centaur-like creature armed with a wicked sword. The sword steals souls from those it cuts.

ONE-EYED SHIELD DRAGON

NUMBER: 296 | COST: 140
STAR LEVEL: 3 | ATTACK: 700
TYPE: Dragon | DEFENSE: 1300
SUMMON: Wind | PASSWORD: 33064647

DESCRIPTION: A bird-like dragon with one eye and a shield on its belly. The shield is used for both defense and attack.

OOGUCHI

NUMBER: 398 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Aqua | DEFENSE: 250
SUMMON: Aqua | PASSWORD: 58861941

DESCRIPTION: A monster bullfrog with a grotesquely stretched mouth. Touching the spikes on its back causes numbness.

ORGOTH THE RELENTLESS

NUMBER: 151 | COST: 20
STAR LEVEL: 7 | ATTACK: 2500
TYPE: Warrior | DEFENSE: 2450
SUMMON: Earth | PASSWORD: —

DESCRIPTION: An earth warrior clad in armor and bearing a huge sword. It takes great pride in its strength.

ORION THE BATTLE KING

NUMBER: 126 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Fairy | DEFENSE: 1500
SUMMON: Light | PASSWORD: 02971090

DESCRIPTION: An imposing angel that is claimed to be the god of battle. No one, however, has been witness to it in battle.

OSCILLO HERO

NUMBER: 559 | COST: 130
STAR LEVEL: 3 | ATTACK: 1250
TYPE: Warrior | DEFENSE: 700
SUMMON: Dreams | PASSWORD: 82065276

DESCRIPTION: A baffling sort of a warrior with a single eye and antennas. It arrived from another dimension.

OSCILLO HERO #2

NUMBER: 45 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Thunder | DEFENSE: 500
SUMMON: Thunder | PASSWORD: 27324313

DESCRIPTION: A small but tough robot with a strong thunderbolt attack. Treating it lightly could come as a nasty shock.

PANTHER WARRIOR

NUMBER: 745 | COST: 319
STAR LEVEL: 4 | ATTACK: 2000
TYPE: Beast-Warrior | DEFENSE: 1600
SUMMON: Shadow | PASSWORD: 42035044

DESCRIPTION: A feline warrior that attacks faster than sweeping winds. Its speed easily tops 60 mph.

PARASITE PARACIDE

NUMBER: 763 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Insect | DEFENSE: 300
SUMMON: Forest | PASSWORD: 27911549

DESCRIPTION: A parasitic insect that obtains food from the hapless host. It has the power to latch onto a monster on the foe's field.

PARROT DRAGON

NUMBER: 383 | COST: 86
STAR LEVEL: 5 | ATTACK: 2000
TYPE: Dragon | DEFENSE: 1300
SUMMON: Wind | PASSWORD: 62762898

DESCRIPTION: A sharp-beaked dragon from the world of American comics. Don't be taken in by its adorable appearance.

PATROL ROBO

NUMBER: 580 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Machine | DEFENSE: 900
SUMMON: Fiend | PASSWORD: 76775123

DESCRIPTION: A state-of-the-art robot that was made for security purposes. It destroys intruders the instant it locates them.

PEACOCK

NUMBER: 491 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Winged Beast | DEFENSE: 1500
SUMMON: Forest | PASSWORD: 20624263

DESCRIPTION: An oversized peacock with a breathtaking profusion of feathers. It shoots its beautiful feathers to attack.

PENDULUM MACHINE

NUMBER: 388 | COST: 86
STAR LEVEL: 6 | ATTACK: 1750
TYPE: Machine | DEFENSE: 2000
SUMMON: Shadow | PASSWORD: 24433920

DESCRIPTION: A horrifying machine made for torture with a huge blade. It swings the blade like a pendulum to slice victims in half.

PENGUIN KNIGHT

NUMBER: 199 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Aqua | DEFENSE: 800
SUMMON: Earth | PASSWORD: 36039163

DESCRIPTION: An imperious penguin that is armed with an imposing sword. It leaps and slides on its belly to make a charge at foes.

PENGUIN SOLDIER

NUMBER: 602 | COST: 53
STAR LEVEL: 2 | ATTACK: 750
TYPE: Aqua | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 93920745

DESCRIPTION: A low-level soldier among penguins that is armed with a sword. It attacks en masse with its comrades.

PENGUIN TORPEDO

NUMBER: 502 | COST: 19
STAR LEVEL: 3 | ATTACK: 350
TYPE: Aqua | DEFENSE: 300
SUMMON: Aqua | PASSWORD: —

DESCRIPTION: An Aqua monster that propels itself at high speed to ram. It can cause direct damage on the opponent equal to its ATK.

PERFECT MACHINE KING

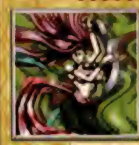
NUMBER: 236 | COST: 43
STAR LEVEL: 7 | ATTACK: 2700
TYPE: Machine | DEFENSE: 2200
SUMMON: Pyro | PASSWORD: —

DESCRIPTION: A fiery war machine that, while on the own field, powers up two levels for every Machine-type monster on both fields.

PERFECTLY ULTIMATE GREAT MOTH

NUMBER: 67 | COST: 255
STAR LEVEL: 8 | ATTACK: 3500
TYPE: Insect | DEFENSE: 3000
SUMMON: Forest | PASSWORD: 48579379

DESCRIPTION: The final evolution of the insect monster "Great Moth." It is the most powerful among all the Insect-type monsters.



PERFORMANCE OF SWORD

NUMBER: 701 | COST: 999
STAR LEVEL: 6 | ATTACK: 1950
TYPE: Warrior | DEFENSE: 1850
SUMMON: Divine | PASSWORD: 04849037

DESCRIPTION: A dancing warrior girl with a sense of grace and beauty. She spins with flowing elegance.

PETIT ANGEL

NUMBER: 208 | COST: 72
STAR LEVEL: 3 | ATTACK: 600
TYPE: Fairy | DEFENSE: 900
SUMMON: Light | PASSWORD: 38142739

DESCRIPTION: An extremely small angel that darts and dashes about quickly. Its small size and quick agility make it a difficult target.

PETIT DRAGON

NUMBER: 200 | COST: 47
STAR LEVEL: 2 | ATTACK: 600
TYPE: Dragon | DEFENSE: 700
SUMMON: Wind | PASSWORD: 75356564

DESCRIPTION: A very tiny dragon with wings that are as large as its body. It bravely attacks foes using its puny body to the fullest.

PETIT MOTH

NUMBER: 278 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Insect | DEFENSE: 200
SUMMON: Forest | PASSWORD: 58192742

DESCRIPTION: A minute insect larva with numerous eye-like markings. It is impossible to tell what it would look like when it is grown.

PHANTOM DEWAN

NUMBER: 179 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Magician | DEFENSE: 600
SUMMON: Shadow | PASSWORD: 77603950

DESCRIPTION: A macabre magician with the ability to cast dark spells. It can stop foes in their tracks using immobilizing curses.

PHANTOM GHOST

NUMBER: 203 | COST: 59
STAR LEVEL: 2 | ATTACK: 600
TYPE: Zombie | DEFENSE: 800
SUMMON: Fiend | PASSWORD: 61201220

DESCRIPTION: A macabre being that is actually a gathering of lost souls. The souls are those unable to pass on to the next world.

PINCH HOPPER

NUMBER: 766 | COST: 121
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Insect | DEFENSE: 1200
SUMMON: Forest | PASSWORD: 26185991

DESCRIPTION: A grasshopper-like insect that can sacrifice itself. For its own demise, it can summon an insect from the own hand.

POT THE TRICK

NUMBER: 558 | COST: 22
STAR LEVEL: 2 | ATTACK: 400
TYPE: Rock | DEFENSE: 400
SUMMON: Fiend | PASSWORD: 55567161

DESCRIPTION: A familiar that loyally obeys every command of a magician. It is not particularly strong in any way.

Practical

Ert A1900 D1500

PRAGTICAL

NUMBER: 482
STAR LEVEL: 5
TYPE: Dinosaur
SUMMON: Earth
COST: 61
ATTACK: 1900
DEFENSE: 1500
PASSWORD: 33691040

DESCRIPTION: A dinosaur with spikes on its long tail and atop its head. The attacks it throws with the spikes are very strong. Beware.

Prevent Ra

Fos A 500 D2000

PREVENT RAT

NUMBER: 255
STAR LEVEL: 4
TYPE: Beast
SUMMON: Forest
COST: 319
ATTACK: 500
DEFENSE: 2000
PASSWORD: 00549481

DESCRIPTION: A beast with a tough, blue shell made of hair bunched together. The shell gives it a high degree of protection.

Princess o

Wiz A 900 D 700

PRINCESS OF TSURUGI

NUMBER: 266
STAR LEVEL: 3
TYPE: Warrior
SUMMON: Wind
COST: 72
ATTACK: 900
DEFENSE: 700
PASSWORD: 51371017

DESCRIPTION: A princess who is skilled at the use and handling of many swords. Indeed, her sword-fighting ability is considerable.

Prisman

Ert A 800 D1000

PRISMAN

NUMBER: 505
STAR LEVEL: 3
TYPE: Rock
SUMMON: Earth
COST: 87
ATTACK: 800
DEFENSE: 1000
PASSWORD: 80234301

DESCRIPTION: A statuesque being that is composed of high-clarity crystals. It collects and concentrates light to fire laser beams.

Psycho-Pup

Div A2000 D2350

PSYCHO-PUPPET

NUMBER: 715
STAR LEVEL: 7
TYPE: Fiend
SUMMON: Divine
COST: 999
ATTACK: 2000
DEFENSE: 2350
PASSWORD: 63459075

DESCRIPTION: A malevolent puppet that performs odd, debilitating dances. Its dancing inflicts pain on those that see it.

Pumpking t

Fos A1800 D2000

PUMPKING THE KING OF GHOSTS

NUMBER: 99
STAR LEVEL: 6
TYPE: Zombie
SUMMON: Forest
COST: 86
ATTACK: 1800
DEFENSE: 2000
PASSWORD: 29155212

DESCRIPTION: A ghostly pumpkin with the ability to power up the player's "Armored Zombie," "Dragon Zombie," and "Clown Zombie" in play.

Punished E

Wi A2100 D1800

PUNISHED EAGLE

NUMBER: 465
STAR LEVEL: 6
TYPE: Winged Beast
SUMMON: Wind
COST: 116
ATTACK: 2100
DEFENSE: 1800
PASSWORD: 74703140

DESCRIPTION: An eagle that renders judgments from a lofty position. It punishes those it finds guilty with silver talons.

Puppet Mas

Fnd A 0 D 0

PUPPET MASTER

NUMBER: 629
STAR LEVEL: 6
TYPE: Fiend
SUMMON: Fiend
COST: 0
ATTACK: 0
DEFENSE: 0
PASSWORD: —

DESCRIPTION: A fiendish jester that can summon three zombies in exchange for LP 1000 if there is a "Gernia" in the player's Graveyard.

Queen Bird

Wi A1200 D2000

QUEEN BIRD

NUMBER: 468
STAR LEVEL: 5
TYPE: Winged Beast
SUMMON: Wind
COST: 86
ATTACK: 1200
DEFENSE: 2000
PASSWORD: 73081602

DESCRIPTION: An imposing bird with a crane-like neck supporting its large head. The highly protected bird pecks with its large beak to attack.

Queen of A

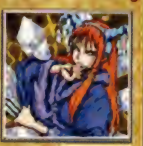
Fos A1800 D1500

QUEEN OF AUTUMN LEAVES

NUMBER: 638
STAR LEVEL: 5
TYPE: Plant
SUMMON: Forest
COST: 41
ATTACK: 1800
DEFENSE: 1500
PASSWORD: 04179849

DESCRIPTION: The Queen of the Emerald Forest and wife of the "Spirit King." She lives among leaves in the vivid colors of autumn.

Queen's Do



Ert A 350 D 300

QUEEN'S DOUBLE

NUMBER: 635
STAR LEVEL: 1
TYPE: Warrior
SUMMON: Earth
COST: 19
ATTACK: 350
DEFENSE: 300
PASSWORD: 05901497

DESCRIPTION: A female warrior who serves as a stand-in for her queen. She is not very useful, apparently.

Queen's Kn

A1500 D1600

QUEEN'S KNIGHT

NUMBER: 555
STAR LEVEL: 4
TYPE: Warrior
SUMMON: Light
COST: 207
ATTACK: 1500
DEFENSE: 1600
PASSWORD: —

DESCRIPTION: A female warrior that bewilders foes with sinuous movements. It strikes abruptly when it spots an opportunity.

RABID HORSEMAN

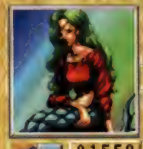
NUMBER: 92 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Beast-Warrior | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 94905343

DESCRIPTION: A fearsome monster that is made of a centaur and an ox. It savagely doles out very punishing attacks.

RAINBOW FLOWER

NUMBER: 488 | COST: 29
STAR LEVEL: 2 | ATTACK: 400
TYPE: Plant | DEFENSE: 500
SUMMON: Forest | PASSWORD: 21347810

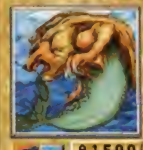
DESCRIPTION: A one-eyed flower monster whose petals are in rainbow colors. It lunges and bites at anyone getting too close.



RAINBOW MARINE MERMAID

NUMBER: 494 | COST: 25
STAR LEVEL: 5 | ATTACK: 1550
TYPE: Fish | DEFENSE: 1700
SUMMON: Aqua | PASSWORD: 29402771

DESCRIPTION: A reticent mermaid who appears only on very rare occasions. She emerges only when a large rainbow arches across the sky.



RARE FISH

NUMBER: 230 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Fish | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 80516007

DESCRIPTION: A peculiar, rarely seen fish that has the head of a beast. Its temperament is very aggressive.

RAY & TEMPERATURE

NUMBER: 276 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Fairy | DEFENSE: 1000
SUMMON: Wind | PASSWORD: 85309439

DESCRIPTION: A friendly and supportive twosome of the north wind and the sun. They attack with cutting winds and a harsh thermal ray.

REAPER OF THE CARDS

NUMBER: 84 | COST: 86
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Fiend | DEFENSE: 2000
SUMMON: Fiend | PASSWORD: 33066139

DESCRIPTION: A deathly phantom in a cloaked hood with a giant blade. It can make one trap card disappear from the opponent's field.

RED ARCHERY GIRL

NUMBER: 725 | COST: 183
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Aqua | DEFENSE: 1500
SUMMON: Aqua | PASSWORD: 65570596

DESCRIPTION: A mermaid archer who conceals herself in a clamshell. She can weaken a foe monster, and immobilize it next turn.

RED-EYES B. DRAGON

NUMBER: 82 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Dragon | DEFENSE: 2000
SUMMON: Fiend | PASSWORD: 74677422

DESCRIPTION: A sinister black dragon with eyes that shine a deep scarlet. It furiously spouts black flames that incinerate all things.

RED-EYES BLACK METAL DRAGON

NUMBER: 742 | COST: 58
STAR LEVEL: 8 | ATTACK: 2800
TYPE: Machine | DEFENSE: 2400
SUMMON: Shadow | PASSWORD: 64335804

DESCRIPTION: A "Red-Eyes Black Dragon" that has been metalized for more power. Its type has changed from dragon to machine.

REFLECT BOUNDER

NUMBER: 756 | COST: 233
STAR LEVEL: 4 | ATTACK: 1700
TYPE: Magician | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 02851070

DESCRIPTION: A magical mirror being that can take the ATK power of a monster on the foe's field to cause LP loss in return for its own life.

RELINQUISHED

NUMBER: 731 | COST: 999
STAR LEVEL: 1 | ATTACK: 0
TYPE: Magician | DEFENSE: 0
SUMMON: Divine | PASSWORD: 64631466

DESCRIPTION: A horrifying monster that has a single malevolent eye. It can steal the abilities of a monster on the foe's field.

REVIVAL JAM

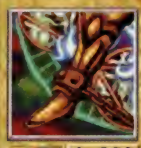
NUMBER: 134 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Aqua | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 31709826

DESCRIPTION: A being that multiplies by splitting into two identical halves. If there is room on the player's field it can split into two.

RIGHT ARM OF THE FORBIDDEN ONE

NUMBER: 19 | COST: 66
STAR LEVEL: 1 | ATTACK: 200
TYPE: Magician | DEFENSE: 300
SUMMON: Shadow | PASSWORD: 70903634

DESCRIPTION: One of the five limbs of Exodia, the forbidden monster. If all five cards gather in the hand of the player, he wins.



RIGHT LEG OF THE FORBIDDEN ONE

NUMBER: 17 | COST: 66
STAR LEVEL: 1 | ATTACK: 200
TYPE: Magician | DEFENSE: 300
SUMMON: Shadow | PASSWORD: 08124921

DESCRIPTION: One of the five limbs of Exodia, the forbidden monster. If all five cards gather in the hand of the player, he wins.

ROARING OCEAN SNAKE

NUMBER: 223 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Aqua | DEFENSE: 1800
SUMMON: Aqua | PASSWORD: 19066538

DESCRIPTION: A gigantic sea serpent that emerges from the waves in a storm. It creates towering tidal waves that swallow all in their path.

ROCK OGRE GROTTO #1

NUMBER: 28 | COST: 121
STAR LEVEL: 3 | ATTACK: 800
TYPE: Rock | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 68846917

DESCRIPTION: With a body made of stone, it is strongly protected from damage. Beware—it swings its thick arms to devastating effect.

ROCK OGRE GROTTO #2

NUMBER: 263 | COST: 161
STAR LEVEL: 3 | ATTACK: 700
TYPE: Rock | DEFENSE: 1400
SUMMON: Earth | PASSWORD: 62193699

DESCRIPTION: A golem that emerged when boulders and rocks gathered together. In battle, it petrifies, then destroys the foe.

ROCKET WARRIOR

NUMBER: 253 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Warrior | DEFENSE: 1300
SUMMON: Earth | PASSWORD: 30860696

DESCRIPTION: A smaller warrior that can transform into a speedy rocket. It can power down a chosen monster on the opponent's field.

ROGUE DOLL

NUMBER: 44 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Magician | DEFENSE: 1000
SUMMON: Light | PASSWORD: 91939608

DESCRIPTION: A possessed doll that wields sacred power as its weapon. Its attacks become more powerful in darkness.

ROOT WATER

NUMBER: 247 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Fish | DEFENSE: 800
SUMMON: Aqua | PASSWORD: 39004808

DESCRIPTION: An amphibian creature that avoids notice by lurking in the waves. It creates massive, dark tidal waves to attack.

ROSE SPECTRE OF DUNN

NUMBER: 594 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Plant | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 32485271

DESCRIPTION: A dark being that makes its home among beautiful rose flowers. It drains the souls of its victims to feed the plant.

RUDE KAISER

NUMBER: 382 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Beast-Warrior | DEFENSE: 1600
SUMMON: Earth | PASSWORD: 26378150

DESCRIPTION: A savage beast warrior that bears a pair of prized axes. Blows from the two axes are quite powerful.

RUKLAMBA THE SPIRIT KING

NUMBER: 110 | COST: 3
STAR LEVEL: 8 | ATTACK: 1000
TYPE: Reptile | DEFENSE: 2000
SUMMON: Dreams | PASSWORD: —

DESCRIPTION: A reptilian creature that is said to be the ruler of all fairies. It is a rare being that is not commonly seen.

RYU-KISHIN

NUMBER: 5 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Fiend | DEFENSE: 500
SUMMON: Wind | PASSWORD: 15303296

DESCRIPTION: It disguises itself as a statue and strikes from the shadows. It is also fleet of foot and adept at fleeing.

RYU-KISHIN POWERED

NUMBER: 377 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 24611934

DESCRIPTION: A Ryu-Kishin that has been grown stronger by the power of darkness. Beware of its cruelly hooked talons.

RYU-RAN

NUMBER: 726 | COST: 30
STAR LEVEL: 7 | ATTACK: 2200
TYPE: Dragon | DEFENSE: 2600
SUMMON: Pyro | PASSWORD: 02964201

DESCRIPTION: A vicious dragon that wears an eggshell as if for shelter. Beware—mistaking this dragon for an infant may be disastrous.

SABER SLASHER

NUMBER: 405 | COST: 7
STAR LEVEL: 5 | ATTACK: 1450
TYPE: Machine | DEFENSE: 1500
SUMMON: Fiend | PASSWORD: 73911210

DESCRIPTION: A murderous machine that wields a pair of curved swords. It rampages uncontrollably while holding the swords high.

SAGGI THE DARK CLOWN

NUMBER: 34 | COST: 183
STAR LEVEL: 3 | ATTACK: 600
TYPE: Magician | DEFENSE: 1500
SUMMON: Shadow | PASSWORD: 66602787

DESCRIPTION: A sinister clown that appears as if from nowhere silently. It deftly evades attacks using strange motions.

SANGA OF THE THUNDER

NUMBER: 371 | COST: 30
STAR LEVEL: 7 | ATTACK: 2600
TYPE: Thunder | DEFENSE: 2200
SUMMON: Thunder | PASSWORD: 25955164

DESCRIPTION: A powerful deity that represents the element of thunder. It can join "Kazejin" and "Suijin" to become a "Gate Guardian."

SANGAN

NUMBER: 48 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Fiend | DEFENSE: 600
SUMMON: Fiend | PASSWORD: 26202165

DESCRIPTION: A smaller fiend with a set of three malevolent eyes. It became more powerful in darkness.

SATELLITE CANNON

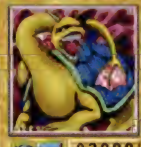
NUMBER: 259 | COST: 0
STAR LEVEL: 5 | ATTACK: 0
TYPE: Machine | DEFENSE: 0
SUMMON: Thunder | PASSWORD: 50400231

DESCRIPTION: An orbiting weapon that, while on the own field, powers up two levels at the start of each turn to a max of six levels.

SEA KAMEN

NUMBER: 474 | COST: 140
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Aqua | DEFENSE: 1300
SUMMON: Aqua | PASSWORD: 71746462

DESCRIPTION: A cold and cruel monster that battles with immense claws. It savagely tears apart foes without hesitation.



SEA KING DRAGON

NUMBER: 443 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Sea Dragon | DEFENSE: 1700
SUMMON: Aqua | PASSWORD: 23659124

DESCRIPTION: The king of the sea, this dragon has a tortoise-like shell. It sprays foam from its mouth to attack.

SEIYARYU

NUMBER: 358 | COST: 20
STAR LEVEL: 7 | ATTACK: 2500
TYPE: Dragon | DEFENSE: 2300
SUMMON: Light | PASSWORD: 06740720

DESCRIPTION: A sacred, small-winged dragon endowed with divine power. Breathing a sacred fire, it incinerates minions of evil.

Sengenjin

A 2750
D 2500

SENGENJIN

NUMBER: 703
STAR LEVEL: 8
TYPE: Beast Warrior
SUMMON: Divine
COST: 999
ATTACK: 2750
DEFENSE: 2500
PASSWORD: 76232340

DESCRIPTION: A primitive humanoid that awakened from sleep of a 1000 years. It relies on strength and nothing else, no matter what.

Senju of t

A 1400
D 1000

SENJU OF THE THOUSAND HANDS

NUMBER: 174
STAR LEVEL: 4
TYPE: Fairy
SUMMON: Light
COST: 161
ATTACK: 1400
DEFENSE: 1000
PASSWORD: 23401839

DESCRIPTION: An imposing fairy that has numerous arms for attacking in droves. The flailing of its forest of arms causes major damage.

Serpent Ma

A 700
D 600

SERPENT MARAUDER

NUMBER: 285
STAR LEVEL: 2
TYPE: Reptile
SUMMON: Aqua
COST: 47
ATTACK: 700
DEFENSE: 600
PASSWORD: 82742611

DESCRIPTION: An enormous snake that has a single eye and massive fangs. It exhales a frigid breath that encases foes in ice.

Serpent Ni

A 2350
D 2400

SERPENT NIGHT DRAGON

NUMBER: 706
STAR LEVEL: 7
TYPE: Dragon
SUMMON: Divine
COST: 999
ATTACK: 2350
DEFENSE: 2400
PASSWORD: 66516792

DESCRIPTION: A serpentine dragon that emerged from a heart of darkness. It is the embodiment of the darkness in a wicked knight.

Shadow Gho

A 1600
D 1300

SHADOW GHOUL

NUMBER: 368
STAR LEVEL: 5
TYPE: Zombie
SUMMON: Fiend
COST: 14
ATTACK: 1600
DEFENSE: 1300
PASSWORD: 30778711

DESCRIPTION: A creepy zombie that drags itself around in darkness. It becomes a dangerous adversary in the dark.

Shadow Spe

A 500
D 200

SHADOW SPECTER

NUMBER: 9
STAR LEVEL: 1
TYPE: Zombie
SUMMON: Fiend
COST: 29
ATTACK: 500
DEFENSE: 200
PASSWORD: 40575313

DESCRIPTION: A ghostly spirit of a wild animal that roams in wastelands. This card could become troublesome if encountered in number.

Shinato, K

A 3300
D 3000

SHINATO, KING OF A HIGHER PLANE

NUMBER: 644
STAR LEVEL: 8
TYPE: Fairy
SUMMON: Light
COST: 168
ATTACK: 3300
DEFENSE: 3000
PASSWORD: 86327225

DESCRIPTION: The merciful king of the heavens where the fairies live. It shows no mercy to those it considers to be enemies.

Shining Ab

A 1600
D 1800

SHINING ABYSS

NUMBER: 107
STAR LEVEL: 4
TYPE: Fiend
SUMMON: Light
COST: 260
ATTACK: 1600
DEFENSE: 1800
PASSWORD: 87303357

DESCRIPTION: A peculiar winged being that embodies two opposing attributes. It has both the power of light and darkness.

Shining Fr

A 1300
D 1100

SHINING FRIENDSHIP

NUMBER: 608
STAR LEVEL: 4
TYPE: Fairy
SUMMON: Light
COST: 140
ATTACK: 1300
DEFENSE: 1100
PASSWORD: 82085619

DESCRIPTION: An angelic fairy that is dedicated to promoting friendship. She brings reconciliation to duelists who have become angry.

Shovel Cru

A 900
D 1200

SHOVEL CRUSHER

NUMBER: 414
STAR LEVEL: 3
TYPE: Machine
SUMMON: Earth
COST: 121
ATTACK: 900
DEFENSE: 1200
PASSWORD: 71950093

DESCRIPTION: A lion-like machine with both hands ending in wide shovels. Beware of the shovels as they can crush anything.

Silver Fan

A 1200
D 800

SILVER FANG

NUMBER: 65
STAR LEVEL: 3
TYPE: Beast
SUMMON: Forest
COST: 121
ATTACK: 1200
DEFENSE: 800
PASSWORD: 90357090

DESCRIPTION: A strikingly gorgeous wolf that glows in a whitish silver. Despite its beautiful look, it is extremely vicious.

Sinister S

A 300
D 250

SINISTER SERPENT

NUMBER: 475
STAR LEVEL: 1
TYPE: Reptile
SUMMON: Aqua
COST: 16
ATTACK: 300
DEFENSE: 250
PASSWORD: 08131171

DESCRIPTION: A venomous serpent that takes to the skies on its wings. It is inept at slithering on the ground, however.

SKELENGEL

NUMBER: 540 | COST: 72
STAR LEVEL: 2 | ATTACK: 900
TYPE: Fairy | DEFENSE: 400
SUMMON: Light | PASSWORD: 60694662

DESCRIPTION: An invisible fairy on which only the halo and wings can be seen. It has the ability to draw a card from the deck.

SKELGON

NUMBER: 545 | COST: 61
STAR LEVEL: 6 | ATTACK: 1700
TYPE: Zombie | DEFENSE: 1900
SUMMON: Fiend | PASSWORD: 32355828

DESCRIPTION: A zombie dragon of which little remains but its bones. Despite its skeletal state, it can fly.

SKULL GUARDIAN

NUMBER: 704 | COST: 999
STAR LEVEL: 7 | ATTACK: 2050
TYPE: Warrior | DEFENSE: 2500
SUMMON: Divine | PASSWORD: 03627449

DESCRIPTION: A humanoid being that has wicked swords in the place of arms. It upholds the rules, and forbids all cheating.

SKULL KNIGHT

NUMBER: 707 | COST: 37
STAR LEVEL: 7 | ATTACK: 2650
TYPE: Magician | DEFENSE: 2250
SUMMON: Shadow | PASSWORD: 60694662

DESCRIPTION: A warrior magician who conducts many rituals in the dark world. He is adept at fighting with weapons and spells.

SKULL RED BIRD

NUMBER: 466 | COST: 195
STAR LEVEL: 4 | ATTACK: 1550
TYPE: Winged Beast | DEFENSE: 1200
SUMMON: Wind | PASSWORD: 10202894

DESCRIPTION: A deceptive bird that conceals knives among its feathers. It drops the knives on foes to attack.

SKULL SERVANT

NUMBER: 24 | COST: 16
STAR LEVEL: 1 | ATTACK: 300
TYPE: Zombie | DEFENSE: 200
SUMMON: Fiend | PASSWORD: 32274490

DESCRIPTION: A skeletal specter that can appear virtually anywhere. Though its power is weak, it can be a threat in a swarm.

SKULLBIRD

NUMBER: 521 | COST: 61
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Winged Beast | DEFENSE: 1700
SUMMON: Wind | PASSWORD: 08327462

DESCRIPTION: A malevolent bird that exhales a foul and corrupted breath. Inhaling its breath is said to cost the victim his soul.

SKULL-MARK LADY BUG

NUMBER: 764 | COST: 183
STAR LEVEL: 3 | ATTACK: 500
TYPE: Insect | DEFENSE: 1500
SUMMON: Fiend | PASSWORD: 64306248

DESCRIPTION: A ladybug that has a skull-and-crossbones on its back. In return for its own demise, it can restore LP by 500.

SKY DRAGON

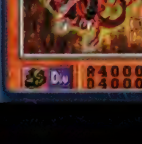
NUMBER: 424 | COST: 61
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Dragon | DEFENSE: 1800
SUMMON: Wind | PASSWORD: 95288024

DESCRIPTION: A bird-like dragon that keeps itself airborne on four wings. It uses the blade-edged wings to attack.

SLEEPING LION

NUMBER: 121 | COST: 233
STAR LEVEL: 4 | ATTACK: 700
TYPE: Beast | DEFENSE: 1700
SUMMON: Forest | PASSWORD: 40200834

DESCRIPTION: An utterly ferocious beast that is usually fast asleep. It becomes uncontrollable upon waking.



SLIFER THE SKY DRAGON

NUMBER: 238 | COST: 0
STAR LEVEL: 12 | ATTACK: 4000
TYPE: Dragon | DEFENSE: 4000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A dragon that can power up based on the cards in the hand. For every card in the player's hand, power is upped 3 levels.

Slot Machi

Fnd A2000 D2300

SLOT MACHINE

NUMBER: 723 | COST: 6
STAR LEVEL: 7 | ATTACK: 2000
TYPE: Machine | DEFENSE: 2300
SUMMON: Fiend | PASSWORD: 03797883

DESCRIPTION: A robot with limbs coming out of its slot machine body. Its abilities are said to change with the scores on the slots.

Snakeyashi

For A1000 D1200

SNAKEYASHI

NUMBER: 620 | COST: 121
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Plant | DEFENSE: 1200
SUMMON: Forest | PASSWORD: 29802344

DESCRIPTION: What appears to be a single creature is actually many snakes. When foes draw near, the snakes break rank to swarm.

Soldier Ar

For A 500 D1200

SOLDIER ARI

NUMBER: 113 | COST: 121
STAR LEVEL: 3 | ATTACK: 500
TYPE: Insect | DEFENSE: 1200
SUMMON: Forest | PASSWORD: —

DESCRIPTION: An ant that turned vicious as a result of spontaneous mutation. Its body is relatively stiff and durable.

Solitude

Fnd A1050 D1000

SOLITUDE

NUMBER: 219 | COST: 95
STAR LEVEL: 3 | ATTACK: 1050
TYPE: Beast-Warrior | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 84794011

DESCRIPTION: A centaur-like beast warrior with the body of a deer. It is armed with a scythe that is said to drain away souls.

Sonic Bird

A1400 D1000

SONIC BIRD

NUMBER: 226 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Winged Beast | DEFENSE: 1000
SUMMON: Wind | PASSWORD: 57617178

DESCRIPTION: A goggled bird monster with jet units slung over its back. It is a supersonic monster that travels faster than sound.

Sonic Maid

A1200 D 900

SONIC MAID

NUMBER: 299 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Warrior | DEFENSE: 900
SUMMON: Light | PASSWORD: 38942059

DESCRIPTION: A beautiful maiden who is adept at the manipulation of sounds. She attacks with a scythe in the form of a musical note.

Soul Hunte

Fnd A2200 D1800

SOUL HUNTER

NUMBER: 471 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Fiend | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 72869010

DESCRIPTION: A fiendish clown that rides upon a monstrous lizard. The lizard eats the souls of all enemies felled by the clown.

Space Mega

Fnd A1400 D2000

SPACE MEGATRON

NUMBER: 724 | COST: 86
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Machine | DEFENSE: 2000
SUMMON: Fiend | PASSWORD: 39181897

DESCRIPTION: A robot that is constructed primarily with sets of semicircles. It attacks with lasers mounted at its sides and the center.

Spike Sead

Wa A1600 D1300

SPIKE SEADRA

NUMBER: 448 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Sea Dragon | DEFENSE: 1300
SUMMON: Thunder | PASSWORD: 85326399

DESCRIPTION: A maned sea dragon that has spikes on its body for skewering. Once they are embedded in the foe, it discharges electricity.

Spikebot

Shd A1800 D1700

SPIKEBOT

NUMBER: 777 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Machine | DEFENSE: 1700
SUMMON: Shadow | PASSWORD: 87511987

DESCRIPTION: A mechanical monster that wields a steel ball weighing a ton. However, its accuracy isn't very good.

Spiked Sna

Fnd A 700 D1300

SPIKED SNAIL

NUMBER: 141 | COST: 140
STAR LEVEL: 3 | ATTACK: 700
TYPE: Insect | DEFENSE: 1300
SUMMON: Fiend | PASSWORD: 98075147

DESCRIPTION: A malevolent snail that evolved using the power of darkness. It grew arms and legs that enable it to move quickly.

Spirit of

A1400 D1200

SPIRIT OF THE BOOKS

NUMBER: 117 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Winged Beast | DEFENSE: 1200
SUMMON: Wind | PASSWORD: 14037717

DESCRIPTION: A small, robed bird that serves as the spirit of books. It can summon a Boo Koo to an open spot on the own field.

SPIRIT OF THE HARP

NUMBER: 170 | COST: 319
STAR LEVEL: 4 | ATTACK: 800
TYPE: Fairy | DEFENSE: 2000
SUMMON: Light | PASSWORD: 80770678

DESCRIPTION: An angelic spirit that strums a harp high in the heavens. The gentle melodies it plays becalm souls.

SPIRIT OF THE MOUNTAIN

NUMBER: 525 | COST: 41
STAR LEVEL: 5 | ATTACK: 1300
TYPE: Magician | DEFENSE: 1800
SUMMON: Earth | PASSWORD: 34690519

DESCRIPTION: An elderly magician that raises mountains with his flute. He has the power to turn the field into a mountain.

SPIRIT OF THE WINDS

NUMBER: 106 | COST: 25
STAR LEVEL: 5 | ATTACK: 1700
TYPE: Magician | DEFENSE: 1400
SUMMON: Wind | PASSWORD: 54615781

DESCRIPTION: A free spirited wind elemental that flits about as it desires. It brings storms when it becomes upset.

STAR BOY

NUMBER: 524 | COST: 33
STAR LEVEL: 2 | ATTACK: 550
TYPE: Aqua | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 08201910

DESCRIPTION: An extraterrestrial life form from the far reaches of space. It appears to enjoy life in water.

STEEL FAN FIGHTER

NUMBER: 792 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Warrior | DEFENSE: 1850
SUMMON: Wind | PASSWORD: 13616074

DESCRIPTION: A warrior who uses a steel fan that is etched with a dragon. He battles as if he were dancing.

STEEL OGRE GROTTO #2

NUMBER: 735 | COST: 150
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Machine | DEFENSE: 2200
SUMMON: Earth | PASSWORD: 29172562

DESCRIPTION: A mechanical golem of an extremely sturdy, rugged build. Its metallic arms are very thick.

STEEL SCORPION

NUMBER: 394 | COST: 16
STAR LEVEL: 1 | ATTACK: 250
TYPE: Machine | DEFENSE: 300
SUMMON: Forest | PASSWORD: 13599884

DESCRIPTION: A mechanical scorpion that hacks away with razor like pincers. Beware of the damage its steel axes can inflict.

STONE D.

NUMBER: 426 | COST: 6
STAR LEVEL: 7 | ATTACK: 2000
TYPE: Rock | DEFENSE: 2300
SUMMON: Earth | PASSWORD: 68171737

DESCRIPTION: A rugged dragon whose entire body is composed of boulders. Because of its rocky build, its blows are heavy.

STONE OGRE GROTTO

NUMBER: 632 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Rock | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 15023985

DESCRIPTION: A gargantuan being that is composed of huge boulders and stones. The boulders are densely packed on its body.

STONE STATUE OF THE AZTECS

NUMBER: 748 | COST: 319
STAR LEVEL: 4 | ATTACK: 300
TYPE: Rock | DEFENSE: 2000
SUMMON: Earth | PASSWORD: —

DESCRIPTION: A monumental statue made in ancient times by a long lost culture. Tens of thousands of sacrifices were made on it.

STUFFED ANIMAL

NUMBER: 354 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Warrior | DEFENSE: 900
SUMMON: Fiend | PASSWORD: 71068263

DESCRIPTION: A deceptive monster that is disguised as an adorable teddy bear. It bites the unwary with its zippered mouth.

Succubus K

Shd A1650 D1300

SUCCUBUS KNIGHT

NUMBER: 621 | COST: 19
STAR LEVEL: 5 | ATTACK: 1650
TYPE: Warrior | DEFENSE: 1300
SUMMON: Shadow | PASSWORD: 55291359

DESCRIPTION: A multi-armed magician who is skilled at casting dark spells. With her dark powers, she slaughters all opponents.

Suijin

Aqua A2500 D2400

SUIJIN

NUMBER: 373 | COST: 20
STAR LEVEL: 7 | ATTACK: 2500
TYPE: Aqua | DEFENSE: 2400
SUMMON: Aqua | PASSWORD: 98434877

DESCRIPTION: A powerful deity that represents the element of water. It can join "Sanga" and "Kazejin" to become a "Gate Guardian."

Summoned S

Fnd A2500 D1200

SUMMONED SKULL

NUMBER: 22 | COST: 279
STAR LEVEL: 6 | ATTACK: 2500
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 70781052

DESCRIPTION: A skeletal fiend that fools people with the power of darkness. It is among the stronger of the fiend types.

Super War-

Div A2300 D2100

SUPER WAR-LION

NUMBER: 356 | COST: 999
STAR LEVEL: 7 | ATTACK: 2300
TYPE: Beast | DEFENSE: 2100
SUMMON: Divine | PASSWORD: 33951077

DESCRIPTION: An extremely vicious lion beast with sharp, hooked claws. It cruelly tears apart foes with its wicked claws.

Swamp Batt

Shd A1800 D1500

SWAMP BATTLEGUARD

NUMBER: 12 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Warrior | DEFENSE: 1500
SUMMON: Shadow | PASSWORD: 40453765

DESCRIPTION: A loutish, troll-like warrior with thick muscles and build. It powers up for every Lava Battleguard on the own field.

Sword Arm

Erth A1750 D2030

SWORD ARM OF DRAGON

NUMBER: 11 | COST: 95
STAR LEVEL: 6 | ATTACK: 1750
TYPE: Dinosaur | DEFENSE: 2030
SUMMON: Earth | PASSWORD: 13069066

DESCRIPTION: A dinosaur that bristles with sword-like spikes all over. It attacks by recklessly ramming its foe.

Sword Hunt

Erth A2450 D1700

SWORD HUNTER

NUMBER: 773 | COST: 16
STAR LEVEL: 7 | ATTACK: 2450
TYPE: Warrior | DEFENSE: 1700
SUMMON: Earth | PASSWORD: 51345461

DESCRIPTION: A solitary warrior on a quest for the world's famous swords. His search leads him all over the world.

Swordsman

Light A 500 D1200

SWORDSMAN OF LANDSTAR

NUMBER: 753 | COST: 121
STAR LEVEL: 3 | ATTACK: 500
TYPE: Warrior | DEFENSE: 1200
SUMMON: Light | PASSWORD: 03573512

DESCRIPTION: A delicate fairy swordsman that is yet unskilled in combat. It makes up for its weak sword skills with mystical abilities.

Swordstalk

Fnd A2000 D1600

SWORDSTALKER

NUMBER: 378 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Warrior | DEFENSE: 1600
SUMMON: Fiend | PASSWORD: 50005633

DESCRIPTION: A malevolent warrior that embodies the fury of fallen comrades. Its heart blazes with vengeance.

Takriminos

Fish A1500 D1200

TAKRIMINOS

NUMBER: 353 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Sea Dragon | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 44073668

DESCRIPTION: A relative of sea serpents that has fins on its body. It can move about freely in water.

Takuhee

Wind A1450 D1000

TAKUHEE

NUMBER: 581 | COST: 172
STAR LEVEL: 4 | ATTACK: 1450
TYPE: Winged Beast | DEFENSE: 1000
SUMMON: Wind | PASSWORD: 03170832

DESCRIPTION: A glittering gold bird that is considered to be a bad omen. Its appearance always presages a tragedy.

Talons of

Dark A2100 D2050

TALONS OF SHURILANE

NUMBER: 800 | COST: 116
STAR LEVEL: 6 | ATTACK: 2100
TYPE: Fiend | DEFENSE: 2050
SUMMON: Dreams | PASSWORD: 74150658

DESCRIPTION: An illusory fiend that hides itself in mysterious mirages. Those that see it are ripped apart by its sharp claws.

TAO THE CHANTER

NUMBER: 284 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Magician | DEFENSE: 900
SUMMON: Dreams | PASSWORD: 46247516

DESCRIPTION: A devious Spellcaster that merges yin and yang together. It does so to create a distorted force.

TATSUNOOTOSHIGO

NUMBER: 404 | COST: 14
STAR LEVEL: 5 | ATTACK: 1350
TYPE: Beast | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 47922711

DESCRIPTION: A bizarre monster with the torso of a horse and a fish's tail. It gallops through the sea as if it were the wind.

TEMPLE OF SKULLS

NUMBER: 146 | COST: 140
STAR LEVEL: 4 | ATTACK: 900
TYPE: Zombie | DEFENSE: 1300
SUMMON: Shadow | PASSWORD: 00732302

DESCRIPTION: An eerie temple made entirely of a skull and some bones. It draws in anyone unwary enough to get too close.

TENTACLE PLANT

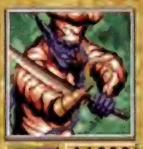
NUMBER: 589 | COST: 37
STAR LEVEL: 2 | ATTACK: 500
TYPE: Plant | DEFENSE: 600
SUMMON: Forest | PASSWORD: 60715406

DESCRIPTION: A carnivorous plant that has an outgrowth of tentacles. It attacks anyone nearby by extending its tentacles.

THE BEWITCHING PHANTOM THIEF

NUMBER: 145 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Magician | DEFENSE: 700
SUMMON: Dreams | PASSWORD: 24348204

DESCRIPTION: A suave and debonair thief who swaddles himself in a black cape. He enchants enemies by exquisitely twirling his cane.



THE BISTRO BUTCHER

NUMBER: 523 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Fiend | DEFENSE: 1000
SUMMON: Fiend | PASSWORD: 71107816

DESCRIPTION: A fiendish gourmet chef that has a hook on one arm. It cooks and savors every foe it fells, no matter what.

THE EARL OF DEMISE

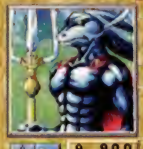
NUMBER: 472 | COST: 86
STAR LEVEL: 5 | ATTACK: 2000
TYPE: Fiend | DEFENSE: 700
SUMMON: Shadow | PASSWORD: 66989694

DESCRIPTION: A fiend of aristocratic status and fearsome bearing. He is feared by not only humans, but also by weaker fiends.

THE FIEND MEGACYBER

NUMBER: 755 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Warrior | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 66362965

DESCRIPTION: A creature that resulted from a fusion of electronics and magic. The fusion process made it powerful.



THE FURIOUS SEA KING

NUMBER: 265 | COST: 59
STAR LEVEL: 3 | ATTACK: 800
TYPE: Aqua | DEFENSE: 700
SUMMON: Aqua | PASSWORD: 18710707

DESCRIPTION: A magnificent ruler of the seas and master of waves. It creates endless tidal waves that swallow all before it.

THE GROSS GHOST OF FLED DREAMS

NUMBER: 780 | COST: 260
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Fiend | DEFENSE: 1800
SUMMON: Shadow | PASSWORD: 68049471

DESCRIPTION: A dark fiend that haunts the dreams of those it comes to possess. Once it is in control, the victim cannot awaken voluntarily.

THE IMMORTAL OF THUNDER

NUMBER: 462 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Thunder | DEFENSE: 1300
SUMMON: Thunder | PASSWORD: 84926738

DESCRIPTION: A kindly-looking being that actually is very quick to anger. It has no qualms about hitting anyone with a bolt of lightning.

The Judgem

A1400 D 700

THE JUDGEMENT HAND

NUMBER: 165 | COST: 161
STAR LEVEL: 3 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 700
SUMMON: Light | PASSWORD: 28003512

DESCRIPTION: A seemingly disembodied hand that is endowed with god's power. It renders final judgments and metes harsh punishment.

The Portra

Ent A1200 D1500

THE PORTRAIT'S SECRET

NUMBER: 779 | COST: 183
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 32541773

DESCRIPTION: A portrait painting that has a sinister reputation of bad luck. It is said to bring misfortune to all those who own it.

The Last W

Fnd A2350 D2300

THE LAST WARRIOR FROM ANOTHER PLANET

NUMBER: 794 | COST: 9
STAR LEVEL: 7 | ATTACK: 2350
TYPE: Warrior | DEFENSE: 2300
SUMMON: Fiend | PASSWORD: 86099788

DESCRIPTION: An armored warrior that won't quit his fight to guard his planet. However, he is the last being alive in his world.

The Shadow

Shd A 800 D 700

THE SHADOW WHO CONTROLS THE DARK

NUMBER: 148 | COST: 59
STAR LEVEL: 3 | ATTACK: 800
TYPE: Fiend | DEFENSE: 700
SUMMON: Shadow | PASSWORD: 63125616

DESCRIPTION: A malignant shadow that stealthily merges with darkness. It uses a paralyzing spell to stop foes from moving.

The Legend

Fish A1850 D1600

THE LEGENDARY FISHERMAN

NUMBER: 257 | COST: 50
STAR LEVEL: 5 | ATTACK: 1850
TYPE: Warrior | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 03643300

DESCRIPTION: A muscular and gargantuan aqua warrior with a kindly heart. He cannot be bested in any battle at sea.

The Snake

Fnd A1500 D1200

THE SNAKE HAIR

NUMBER: 36 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Zombie | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 29491031

DESCRIPTION: A dangerous female monster with the head of a venomous snake. Anyone that sees her eyes is instantly turned into stone.

The Little

Aqua A 800 D1300

THE LITTLE SWORDSMAN OF AILE

NUMBER: 262 | COST: 140
STAR LEVEL: 3 | ATTACK: 800
TYPE: Warrior | DEFENSE: 1300
SUMMON: Aqua | PASSWORD: 25109950

DESCRIPTION: A minute but loyal warrior who serves the famed traveler Aile. He rides his lizard steed into battle.

The Statue

Ent A1100 D1400

THE STATUE OF EASTER ISLAND

NUMBER: 515 | COST: 161
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Rock | DEFENSE: 1400
SUMMON: Earth | PASSWORD: 10262698

DESCRIPTION: An ancient Moai statue similar to the ones on Easter Island. It looses rings of slow-moving laser energy from its mouth.

The Masked

Fnd A3200 D1800

THE MASKED BEAST

NUMBER: 457 | COST: 142
STAR LEVEL: 8 | ATTACK: 3200
TYPE: Fiend | DEFENSE: 1800
SUMMON: Fiend | PASSWORD: 49064413

DESCRIPTION: A masked fiend with the torso of a human and a staff. It has learned the world's most horrifying spell.

The Stern

A1500 D1200

THE STERN MYSTIC

NUMBER: 13 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Magician | DEFENSE: 1200
SUMMON: Light | PASSWORD: 87557188

DESCRIPTION: A wise old magician whose stern demeanor reflects his high morals. Before him, no lie can go unnoticed.

The Meltin

Fnd A 500 D 700

THE MELTING RED SHADOW

NUMBER: 152 | COST: 47
STAR LEVEL: 2 | ATTACK: 500
TYPE: Aqua | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 98898173

DESCRIPTION: A peculiar being that can make its body dissolve into a fluid. It then sneaks under the foe and strikes from beneath.

The Unhapp

A 0 D 100

THE UNHAPPY MAIDEN

NUMBER: 768 | COST: 10
STAR LEVEL: 1 | ATTACK: 0
TYPE: Magician | DEFENSE: 100
SUMMON: Light | PASSWORD: 51275027

DESCRIPTION: A pitiable young girl who is dressed in tattered old rags. She ekes out her living by peddling wares in a town on a daily basis.

THE WICKED WORM BEAST

NUMBER: 23 | COST: 161
STAR LEVEL: 3 | ATTACK: 1400
TYPE: Beast | DEFENSE: 700
SUMMON: Earth | PASSWORD: 06285791

DESCRIPTION: An earthworm that became a monster from the power of darkness. It burrows underground and attacks suddenly without warning.

THE WINGED DRAGON OF RA (BATTLE MODE)

NUMBER: 240 | COST: 0
STAR LEVEL: 12 | ATTACK: 4000
TYPE: Machine | DEFENSE: 4000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A dragon that has the power to cut its LP to 1 and hit the opponent with the LP amount that it has lost.

THE WINGED DRAGON OF RA (PHOENIX MODE)

NUMBER: 412 | COST: 0
STAR LEVEL: 12 | ATTACK: 4000
TYPE: Pyro | DEFENSE: 4000
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A creature that can wipe out all enemy monsters at 1000 LP cost. It can be returned from the graveyard in the Battle Mode.

THE WINGED DRAGON OF RA (SPHERE MODE)

NUMBER: 297 | COST: 0
STAR LEVEL: 12 | ATTACK: 0
TYPE: Machine | DEFENSE: 0
SUMMON: Divine | PASSWORD: —

DESCRIPTION: A divine monster, but incapable of any action in this form. It becomes obeisant to whomever reads a secret text.

THOUSAND DRAGON

NUMBER: 69 | COST: 12
STAR LEVEL: 7 | ATTACK: 2400
TYPE: Dragon | DEFENSE: 2000
SUMMON: Pyro | PASSWORD: 41462083

DESCRIPTION: A dragon that has lived for thousands and thousands of years. It breathes laboriously through its nostrils.

THOUSAND-EYES IDOL

NUMBER: 733 | COST: 10
STAR LEVEL: 1 | ATTACK: 0
TYPE: Magician | DEFENSE: 0
SUMMON: Dreams | PASSWORD: 27125110

DESCRIPTION: A strange enchanted idol that has eyes all over its body. It glares at foes to stop them in their tracks.

THOUSAND-EYES RESTRICT

NUMBER: 734 | COST: 999
STAR LEVEL: 1 | ATTACK: 0
TYPE: Magician | DEFENSE: 0
SUMMON: Divine | PASSWORD: 63519819

DESCRIPTION: A monster with countless eyes. It can steal the abilities of a monster on the foe's field to power up two levels.

THREE-HEADED GEEDO

NUMBER: 746 | COST: 161
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Fiend | DEFENSE: 1400
SUMMON: Fiend | PASSWORD: 78423643

DESCRIPTION: A dark fiend that supports three heads on its skinny frame. Its heads are said to grow back if they are to be cut off.

THREE-LEGGED ZOMBIES

NUMBER: 359 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Zombie | DEFENSE: 800
SUMMON: Fiend | PASSWORD: 33734439

DESCRIPTION: A skeletal pair of comrades, one thin and one fat. They appear to have some trouble walking in unison.

THUNDER DRAGON

NUMBER: 425 | COST: 14
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Thunder | DEFENSE: 1500
SUMMON: Thunder | PASSWORD: 31786629

DESCRIPTION: An airborne dragon that can summon angry thunderclouds. It strikes foes with huge bolts of lightning.

THUNDER NYAN NYAN

NUMBER: 543 | COST: 289
STAR LEVEL: 4 | ATTACK: 1900
TYPE: Thunder | DEFENSE: 800
SUMMON: Light | PASSWORD: 70790253

DESCRIPTION: A humanoid being with feline touches that goes away if a monster not of the light type appears on the same field.

TIGER AXE

NUMBER: 64 | COST: 140
STAR LEVEL: 4 | ATTACK: 1300
TYPE: Beast-Warrior | DEFENSE: 1100
SUMMON: Forest | PASSWORD: 49791927

DESCRIPTION: A tiger-like beast warrior that is armed with a hefty axe. It doles out powerful blows with lightning quickness.

TIME WIZARD

NUMBER: 16 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Magician | DEFENSE: 400
SUMMON: Dreams | PASSWORD: 71625222

DESCRIPTION: An enchanted clock that has the power to transform "Baby Dragons" and "Dark Magicians" on the player's own field.

TINY GUARDIAN

NUMBER: 765 | COST: 41
STAR LEVEL: 5 | ATTACK: 1400
TYPE: Warrior | DEFENSE: 1800
SUMMON: Light | PASSWORD: 90790253

DESCRIPTION: A diminutive warrior who peers out from beneath its cap. Its sharp vision catches every movement made by its foes.

TOAD MASTER

NUMBER: 140 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Aqua | DEFENSE: 1000
SUMMON: Aqua | PASSWORD: 62671448

DESCRIPTION: A green-skinned figure that has the power to control frogs. It can summon a "Frog the Jam" to an open spot on the own field.

TOGEX

NUMBER: 528 | COST: 41
STAR LEVEL: 5 | ATTACK: 1600
TYPE: Beast | DEFENSE: 1800
SUMMON: Earth | PASSWORD: 33878931

DESCRIPTION: A spike-equipped beast that is surprisingly fast and agile. It rolls up into a ball and rams its enemies.

TOMOZAURUS

NUMBER: 105 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Dinosaur | DEFENSE: 400
SUMMON: Earth | PASSWORD: 46457856

DESCRIPTION: A small dinosaur that is utterly fearless and ferocious. It is known to squabble and fight with others.

TOON ALLIGATOR

NUMBER: 381 | COST: 207
STAR LEVEL: 4 | ATTACK: 800
TYPE: Reptile | DEFENSE: 1600
SUMMON: Aqua | PASSWORD: 59383041

DESCRIPTION: A cartoony alligator that has big eyes, large teeth, and an axe. It emerged from the world of American comic books.

TOON DARK MAGICIAN GIRL

NUMBER: 666 | COST: 86
STAR LEVEL: 6 | ATTACK: 2000
TYPE: Magician | DEFENSE: 1700
SUMMON: Shadow | PASSWORD: 90960358

DESCRIPTION: A cartoony female counterpart to the male "Dark Magician." She powers up if there is a "Dark Magician" in the graveyard.

TOON MERMAID

NUMBER: 728 | COST: 183
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Aqua | DEFENSE: 1500
SUMMON: Shadow | PASSWORD: 65458948

DESCRIPTION: A cartoony mermaid with a bow inside a giant clamshell. It is a "Red Archery Girl" that has been transformed by "Toon World."

TOON SUMMONED SKULL

NUMBER: 729 | COST: 279
STAR LEVEL: 6 | ATTACK: 2500
TYPE: Fiend | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 91842653

DESCRIPTION: A cartoony skeleton fiend that has been summoned from its castle. It is a "Summoned Skull" in the "Toon World."

TORIKE

NUMBER: 47 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Beast | DEFENSE: 600
SUMMON: Earth | PASSWORD: 80813021

DESCRIPTION: A smaller creature that is much more fragile than it appears. However, it long horns make its ramming charges powerful.

TOTAL DEFENSE SHOGUN

NUMBER: 797 | COST: 279
STAR LEVEL: 6 | ATTACK: 1550
TYPE: Warrior | DEFENSE: 2500
SUMMON: Shadow | PASSWORD: 75372290

DESCRIPTION: A brave general who fought to protect his loved ones. He endured an assault that raged for a thousand days.

TRAKADON

NUMBER: 570 | COST: 140
STAR LEVEL: 3 | ATTACK: 1300
TYPE: Dinosaur | DEFENSE: 800
SUMMON: Earth | PASSWORD: 42348802

DESCRIPTION: A ferocious dinosaur that wears stripes like those of a tiger. It sprints through wastelands at an impressive pace.

TRAP MASTER

NUMBER: 224 | COST: 103
STAR LEVEL: 3 | ATTACK: 500
TYPE: Warrior | DEFENSE: 1100
SUMMON: Shadow | PASSWORD: 46461247

DESCRIPTION: A masked warrior who is an expert at setting deadly traps. He can set an "Acid Trap Hole" on an open spot on the own field.

TRENT

NUMBER: 637 | COST: 41
STAR LEVEL: 5 | ATTACK: 1500
TYPE: Plant | DEFENSE: 1800
SUMMON: Forest | PASSWORD: 78780140

DESCRIPTION: A massive, ancient tree that guards a forest of fairies. It can turn the field into a forest.

TRI-HORNED DRAGON

NUMBER: 705 | COST: 999
STAR LEVEL: 8 | ATTACK: 2850
TYPE: Dragon | DEFENSE: 2350
SUMMON: Divine | PASSWORD: 39111158

DESCRIPTION: A divine dragon of enormous power belied by its appearance. It is distinguished by the three horns on its head.

TRIPWIRE BEAST

NUMBER: 459 | COST: 140
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Thunder | DEFENSE: 1300
SUMMON: Thunder | PASSWORD: 45042329

DESCRIPTION: A peculiar four-legged creature with its head on the ground. It generates powerful waves of electromagnetism to attack.

TURTLE BIRD

NUMBER: 520 | COST: 61
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Aqua | DEFENSE: 1700
SUMMON: Wind | PASSWORD: 72929454

DESCRIPTION: A precious turtle whose wings enable it to take flight. It lives in water for the most part, however.

TURTLE RACCOON

NUMBER: 503 | COST: 72
STAR LEVEL: 3 | ATTACK: 700
TYPE: Aqua | DEFENSE: 900
SUMMON: Forest | PASSWORD: 17441953

DESCRIPTION: A rotund little raccoon that shoulders a large turtle shell. It tricks foes using transformation and illusion techniques.

TURU-PURUN

NUMBER: 444 | COST: 29
STAR LEVEL: 2 | ATTACK: 450
TYPE: Aqua | DEFENSE: 500
SUMMON: Aqua | PASSWORD: 59053232

DESCRIPTION: A peculiar, one-eyed creature with a gelatinous build. It skewers foes with a single jab of its harpoon.

TWIN LONG RODS #1

NUMBER: 206 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Aqua | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 29692206

DESCRIPTION: A small creature with a pair of slender, whip-like arms. Using its arms, it can lash foes from a distance.

TWIN-HEADED FIRE DRAGON

NUMBER: 279 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Pyro | DEFENSE: 1700
SUMMON: Pyro | PASSWORD: 78984772

DESCRIPTION: A fiery winged dragon with two heads and a tail with talons. It is said to have been formed at the creation of the universe.

TWIN-HEADED THUNDER DRAGON

NUMBER: 613 | COST: 58
STAR LEVEL: 7 | ATTACK: 2800
TYPE: Thunder | DEFENSE: 2100
SUMMON: Thunder | PASSWORD: 54752875

DESCRIPTION: A "Thunder Dragon" that has grown an additional head. It looses devastating thunderbolts to attack.

TWO-HEADED KING REX

NUMBER: 32 | COST: 207
STAR LEVEL: 4 | ATTACK: 1600
TYPE: Dinosaur | DEFENSE: 1200
SUMMON: Earth | PASSWORD: 94119974

DESCRIPTION: A two-headed dinosaur that can attack in two directions at once. It is among the stronger of the dinosaur cards.

TWO-MOUTH DARKRULER

NUMBER: 218 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Dinosaur | DEFENSE: 700
SUMMON: Fiend | PASSWORD: 57305373

DESCRIPTION: A horrible dinosaur that has two gaping mouths and a horn. Electricity is charged in the horn and released from the mouth.

UFO TURTLE

NUMBER: 175 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Machine | DEFENSE: 1200
SUMMON: Pyro | PASSWORD: 60806437

DESCRIPTION: A gigantic turtle that has made its shell from a UFO. Amazingly enough, it is said to be able to fly.

URABY

NUMBER: 80 | COST: 183
STAR LEVEL: 4 | ATTACK: 1500
TYPE: Dinosaur | DEFENSE: 800
SUMMON: Earth | PASSWORD: 01784619

DESCRIPTION: A dinosaur that is adept at running at a very rapid pace. It attacks with hooked, razor-sharp claws.

USHI ONI

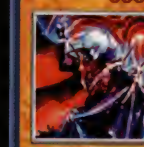
NUMBER: 401 | COST: 132
STAR LEVEL: 6 | ATTACK: 2150
TYPE: Fiend | DEFENSE: 1950
SUMMON: Forest | PASSWORD: 48649353

DESCRIPTION: A brutal ox fiend that was resurrected using dark sorcery. It emerges from a vase when it is summoned.

VALKYRION THE MAGNA WARRIOR

NUMBER: 691 | COST: 357
STAR LEVEL: 8 | ATTACK: 3500
TYPE: Rock | DEFENSE: 3850
SUMMON: Earth | PASSWORD: 75347539

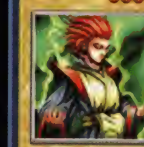
DESCRIPTION: A magnetized warrior that can separate into Alpha, Beta, and Gamma if there are two or more open spaces on the own field.



VAMPIRE LORD

NUMBER: 634 | COST: 186
STAR LEVEL: 5 | ATTACK: 2000
TYPE: Zombie | DEFENSE: 1500
SUMMON: Fiend | PASSWORD: 53839837

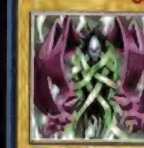
DESCRIPTION: If this card is in the own graveyard at the start of your turn, it is resurrected. There must be room for it on your field.



VERMILLION SPARROW

NUMBER: 473 | COST: 61
STAR LEVEL: 5 | ATTACK: 1900
TYPE: Pyro | DEFENSE: 1500
SUMMON: Pyro | PASSWORD: 35752363

DESCRIPTION: A fearsome warrior who is engulfed in roaring flames. The flames give off intense heat.



VERSAGO THE DESTROYER

NUMBER: 269 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Fiend | DEFENSE: 900
SUMMON: Shadow | PASSWORD: 50259460

DESCRIPTION: A dark god of destruction that was born in the realm of darkness. It attacks by summoning a destructive storm.

VIOLENT RAIN

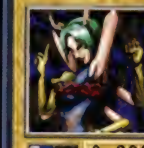
NUMBER: 599 | COST: 195
STAR LEVEL: 4 | ATTACK: 1550
TYPE: Aqua | DEFENSE: 800
SUMMON: Aqua | PASSWORD: 94042337

DESCRIPTION: An aqueous monster that takes the form of a thundercloud. It can bring on torrential downpours instantly.

VISER DES

NUMBER: 623 | COST: 121
STAR LEVEL: 4 | ATTACK: 500
TYPE: Fiend | DEFENSE: 1200
SUMMON: Shadow | PASSWORD: —

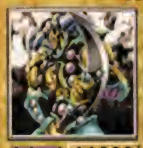
DESCRIPTION: A dark fiend that can power down an enemy monster on the foe's field at the start of the own turn.



VISHWAR RANDI

NUMBER: 239 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Warrior | DEFENSE: 700
SUMMON: Shadow | PASSWORD: 78556320

DESCRIPTION: A female warrior who pledged her allegiance to darkness. She lives to slaughter all those opposed to her ideals.



YORSE RAIDER

NUMBER: 268 | COST: 289
STAR LEVEL: 4 | ATTACK: 1900
TYPE: Beast-Warrior | DEFENSE: 1200
SUMMON: Fiend | PASSWORD: 14898066

DESCRIPTION: A ferocious beast warrior that dedicates itself to evil deeds. It finds joy in carrying out its misdeeds.

WALL OF ILLUSION

NUMBER: 769 | COST: 274
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Fiend | DEFENSE: 1850
SUMMON: Dreams | PASSWORD: 13945283

DESCRIPTION: An enchanted wall that shows illusory visions to its foes. It befuddles foes into making their attacks go astray.

WALL SHADOW

NUMBER: 369 | COST: 95
STAR LEVEL: 7 | ATTACK: 1600
TYPE: Warrior | DEFENSE: 3000
SUMMON: Fiend | PASSWORD: 63162310

DESCRIPTION: A green-skinned zombie that scuttles quickly along walls. It attacks at incredible speeds.

WARRIOR OF TRADITION

NUMBER: 618 | COST: 61
STAR LEVEL: 6 | ATTACK: 1900
TYPE: Warrior | DEFENSE: 1700
SUMMON: Shadow | PASSWORD: 56413937

DESCRIPTION: A female warrior who is drenched in the blood of her victims. She wanders battlefields, having lost the chance to die.

WATER ELEMENT

NUMBER: 243 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Aqua | DEFENSE: 700
SUMMON: Aqua | PASSWORD: 03732747

DESCRIPTION: A delicate and feminine elemental that makes its home in water. She obscures visibility by enveloping her surroundings with a fog.

WATER OMOTICS

NUMBER: 249 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Aqua | DEFENSE: 1200
SUMMON: Aqua | PASSWORD: 02483611

DESCRIPTION: A maiden who controls water flowing endlessly from her vase. She changes the water into a dragon to attack.

WATERDRAGON FAIRY

NUMBER: 432 | COST: 103
STAR LEVEL: 3 | ATTACK: 1100
TYPE: Aqua | DEFENSE: 700
SUMMON: Aqua | PASSWORD: 66836598

DESCRIPTION: An aqueous fairy that aimlessly wanders about in water. It appears to be capable of summoning a sea dragon.

WEATHER CONTROL

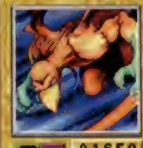
NUMBER: 130 | COST: 37
STAR LEVEL: 2 | ATTACK: 600
TYPE: Fairy | DEFENSE: 400
SUMMON: Light | PASSWORD: 37243151

DESCRIPTION: A whimsical being with the ability to control the weather. It can be blamed for the fickle climate changes on mountains.

WETHA

NUMBER: 270 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Aqua | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 96643568

DESCRIPTION: A diminutive elemental that has the power to manipulate rain. It summons wild typhoons that blow most things away.



WHIPTAIL CROW

NUMBER: 650 | COST: 220
STAR LEVEL: 4 | ATTACK: 1650
TYPE: Fiend | DEFENSE: 1600
SUMMON: Fiend | PASSWORD: 91996584

DESCRIPTION: A gargoyle-like creature that has a long, whip-like tail. It strikes from above with its tail.

WHITE DOLPHIN

NUMBER: 436 | COST: 29
STAR LEVEL: 2 | ATTACK: 500
TYPE: Fish | DEFENSE: 400
SUMMON: Aqua | PASSWORD: 92409659

DESCRIPTION: A pure-white dolphin that has a single horn on its head. It attacks by generating huge waves.

White Magi

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WHITE MAGICAL HAT

NUMBER: 114 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Magician | DEFENSE: 700
SUMMON: Light | PASSWORD: 15150365

DESCRIPTION: A mystical thief with a dazzling white cape and top hat. Despite his eye-catching attire, he has never been caught.

Winged Cle

For A 700 D 700

WINGED CLEAVER

NUMBER: 209 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Insect | DEFENSE: 700
SUMMON: Forest | PASSWORD: 39175982

DESCRIPTION: A menacing insect with a foreleg that evolved into a scythe. It swings the scythe arm wildly like a windmill to attack.

Wicked Dra

Fnd A 900 D 900

WICKED DRAGON WITH THE ERSATZ HEAD

NUMBER: 298 | COST: 72
STAR LEVEL: 3 | ATTACK: 900
TYPE: Dragon | DEFENSE: 900
SUMMON: Fiend | PASSWORD: 02957055

DESCRIPTION: A massive winged dragon with a face growing on its stomach. It chews up foes using both of its mouths.

Winged Dra

Wnd A 1400 D 1200

WINGED DRAGON, GUARDIAN OF THE FORTRESS #1

NUMBER: 7 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Dragon | DEFENSE: 1200
SUMMON: Wind | PASSWORD: 57405307

DESCRIPTION: A winged dragon that stands guard at a mountain fortress. It attacks by plummeting down from the sky in a steep dive.

Wicked Mir

Fnd A 700 D 600

WICKED MIRROR

NUMBER: 261 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Fiend | DEFENSE: 600
SUMMON: Dreams | PASSWORD: 15150371

DESCRIPTION: A fiendish mirror that hypnotizes all that peer into its depths. By putting its foes to sleep, it can avoid having to fight.

Winged Dra

Wnd A 1200 D 1000

WINGED DRAGON, GUARDIAN OF THE FORTRESS #2

NUMBER: 552 | COST: 121
STAR LEVEL: 4 | ATTACK: 1200
TYPE: Winged Beast | DEFENSE: 1000
SUMMON: Wind | PASSWORD: 87796900

DESCRIPTION: A dragon-like bird that uses its wings for attacking foes. By flapping its wings, it generates wild tornadoes.

Wilmee

For A 1000 D 1200

WILMEE

NUMBER: 496 | COST: 121
STAR LEVEL: 4 | ATTACK: 1000
TYPE: Beast | DEFENSE: 1200
SUMMON: Forest | PASSWORD: 92391084

DESCRIPTION: A seemingly adorable bunny known for its cruel, vicious nature. It tears its foes apart with its sharp and hooked claws.

Wings of W

Pyr A 700 D 600

WINGS OF WICKED FLAME

NUMBER: 101 | COST: 47
STAR LEVEL: 2 | ATTACK: 700
TYPE: Pyro | DEFENSE: 600
SUMMON: Pyro | PASSWORD: 92944626

DESCRIPTION: The wings of this creature shimmer with red-black flames. It attacks by making fire erupt from all over its body.

Wing Eagle

Wnd A 1800 D 1500

WING EAGLE

NUMBER: 464 | COST: 41
STAR LEVEL: 5 | ATTACK: 1800
TYPE: Winged Beast | DEFENSE: 1500
SUMMON: Wind | PASSWORD: 47319141

DESCRIPTION: A predatory bird that searches for prey from high altitudes. It never fails to catch prey that it has targeted.

Witch of t

Shd A 1100 D 1200

WITCH OF THE BLACK FOREST

NUMBER: 574 | COST: 121
STAR LEVEL: 4 | ATTACK: 1100
TYPE: Magician | DEFENSE: 1200
SUMMON: Shadow | PASSWORD: 78010363

DESCRIPTION: A seemingly young witch who lives deep in a dense forest. With the eye in the forehead, she sees the truth.

Wing Egg E

Lgt A 500 D 1300

WING EGG ELF

NUMBER: 264 | COST: 140
STAR LEVEL: 3 | ATTACK: 500
TYPE: Fairy | DEFENSE: 1300
SUMMON: Light | PASSWORD: 98582704

DESCRIPTION: A tiny elf with wings that keeps out of sight in an eggshell. It uses its relatively big wings to parry attacks.

Witch's Ap

Shd A 550 D 500

WITCH'S APPRENTICE

NUMBER: 628 | COST: 33
STAR LEVEL: 2 | ATTACK: 550
TYPE: Magician | DEFENSE: 500
SUMMON: Shadow | PASSWORD: 80741828

DESCRIPTION: A starting witch with the ability to power up dark monsters and power down light types on both fields.

WITTY PHANTOM

NUMBER: 136 | COST: 161
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Fiend | DEFENSE: 1300
SUMMON: Shadow | PASSWORD: 36304921

DESCRIPTION: A charming and dapper fiend that represents death. Its attire is a jet-black tuxedo that melts into shadows.

WODAN THE RESIDENT OF THE FOREST

NUMBER: 235 | COST: 121
STAR LEVEL: 3 | ATTACK: 900
TYPE: Warrior | DEFENSE: 1200
SUMMON: Forest | PASSWORD: 42883273

DESCRIPTION: A small, pink-faced creature that is enmeshed in thorns. It can power itself up by drawing on all plants on the own field.

WOLF

NUMBER: 61 | COST: 121
STAR LEVEL: 3 | ATTACK: 1200
TYPE: Beast | DEFENSE: 800
SUMMON: Forest | PASSWORD: 49417509

DESCRIPTION: A predatory beast that has become rarely seen in recent times. It searches for prey using its excellent sense of smell.

WOOD CLOWN

NUMBER: 231 | COST: 121
STAR LEVEL: 3 | ATTACK: 800
TYPE: Warrior | DEFENSE: 1200
SUMMON: Shadow | PASSWORD: 17511156

DESCRIPTION: A small, unpleasantly leering fiend in the form of a joker. It cleverly parries away attacks with its sickle.

WOOD REMAINS

NUMBER: 228 | COST: 87
STAR LEVEL: 3 | ATTACK: 1000
TYPE: Zombie | DEFENSE: 900
SUMMON: Forest | PASSWORD: 17733394

DESCRIPTION: A spectral being that had once been the master of a forest. It has been resurrected at the hands of evil.

WORM DRAKE

NUMBER: 124 | COST: 183
STAR LEVEL: 4 | ATTACK: 1400
TYPE: Insect | DEFENSE: 1500
SUMMON: Earth | PASSWORD: 73216412

DESCRIPTION: A worm-like creature that uses its long body to entrap foes. There is no escape from its binding grip.

WOW WARRIOR

NUMBER: 546 | COST: 130
STAR LEVEL: 4 | ATTACK: 1250
TYPE: Fish | DEFENSE: 900
SUMMON: Aqua | PASSWORD: 69750536

DESCRIPTION: A beastly fish that has grown arms and legs like a reptile. It bites at foes with its sharp fangs.

X-HEAD CANNON

NUMBER: 149 | COST: 260
STAR LEVEL: 4 | ATTACK: 1800
TYPE: Machine | DEFENSE: 1500
SUMMON: Wind | PASSWORD: 62651957

DESCRIPTION: A combative machine that can combine with one or two other specific war machines on the own field to form a new monster.

XY-DRAGON CANNON

NUMBER: 593 | COST: 150
STAR LEVEL: 6 | ATTACK: 2200
TYPE: Machine | DEFENSE: 1900
SUMMON: Wind | PASSWORD: 02111707

DESCRIPTION: A machine that can destroy a face-up Spell or Trap on the foe's field by discarding the far left card in the own hand.

XYZ-DRAGON CANNON

NUMBER: 118 | COST: 58
STAR LEVEL: 8 | ATTACK: 2800
TYPE: Machine | DEFENSE: 2600
SUMMON: Light | PASSWORD: 91998119

DESCRIPTION: A machine that can destroy a monster on the opponent's field by discarding the far left card in the own hand.

XZ-TANK CANNON

NUMBER: 596 | COST: 231
STAR LEVEL: 6 | ATTACK: 2400
TYPE: Machine | DEFENSE: 2100
SUMMON: Thunder | PASSWORD: 99724761

DESCRIPTION: A machine that can destroy a face-down Spell or Trap on the foe's field by discarding the far left card in the own hand.

Yado Karu

A 900
D 1700

YADO KARU

NUMBER: 497
STAR LEVEL: 4
TYPE: Aqua
SUMMON: Aqua
COST: 233
ATTACK: 900
DEFENSE: 1700
PASSWORD: 29380133

DESCRIPTION: A hermit crab monster that has the head of a dragon. It withdraws itself into the shell to take refuge.

Yamadron

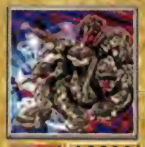
A 1600
D 1800

YAMADRON

NUMBER: 357
STAR LEVEL: 5
TYPE: Dragon
SUMMON: Divine
COST: 999
ATTACK: 1600
DEFENSE: 1800
PASSWORD: 70345785

DESCRIPTION: A spiked dragon with three heads that breathe fire. It sets its surrounding ablaze in a sea of flames.

Yamata Dra



A 2600
D 3100

YAMATA DRAGON

NUMBER: 643
STAR LEVEL: 7
TYPE: Dragon
SUMMON: Pyro
COST: 117
ATTACK: 2600
DEFENSE: 3100
PASSWORD: 76862289

DESCRIPTION: A legendary dragon of the orient with eight serpent-like heads. It easily succumbs to the allure of alcohol.

Yamatano D

A 900
D 300

YAMATANO DRAGON SCROLL

NUMBER: 122
STAR LEVEL: 2
TYPE: Dragon
SUMMON: Wind
COST: 72
ATTACK: 900
DEFENSE: 300
PASSWORD: 76704943

DESCRIPTION: A dragon that emerges from inside a wall scroll to attack. Its defense is on the very low side.

Yaranzo

A 1300
D 1500

YARANZO

NUMBER: 351
STAR LEVEL: 4
TYPE: Zombie
SUMMON: Fiend
COST: 183
ATTACK: 1300
DEFENSE: 1500
PASSWORD: 71280811

DESCRIPTION: A wickedly devious being that guards a treasure chest from within. It leaps out and attacks anyone trying to open the chest.

Y-Dragon H

A 1500
D 1600

Y-DRAGON HEAD

NUMBER: 575
STAR LEVEL: 4
TYPE: Machine
SUMMON: Pyro
COST: 207
ATTACK: 1500
DEFENSE: 1600
PASSWORD: 65622692

DESCRIPTION: A combative machine that can combine with one or two other specific war machines on the own field to form a new monster.

Yormungard

A 1200
D 900

YORMUNGARDE

NUMBER: 566
STAR LEVEL: 3
TYPE: Reptile
SUMMON: Aqua
COST: 121
ATTACK: 1200
DEFENSE: 900
PASSWORD: 17115745

DESCRIPTION: A dragon-like serpent that appears in the world of myths. It is known for its extreme length.

YZ-Tank Dr

A 2100
D 2200

YZ-TANK DRAGON

NUMBER: 597
STAR LEVEL: 6
TYPE: Machine
SUMMON: Pyro
COST: 150
ATTACK: 2100
DEFENSE: 2200
PASSWORD: 25119460

DESCRIPTION: A machine that can destroy a face-down monster on the foe's field by discarding the far left card in the own hand.

Zanki

A 1500
D 1700

ZANKI

NUMBER: 93
STAR LEVEL: 5
TYPE: Warrior
SUMMON: Earth
COST: 25
ATTACK: 1000
DEFENSE: 1700
PASSWORD: 30090452

DESCRIPTION: An armored swordsman that prefers to duel head to head. It strikes with viper-like quickness if the foe is off guard.

Zarigun

A 600
D 700

ZARIGUN

NUMBER: 452
STAR LEVEL: 2
TYPE: Aqua
SUMMON: Aqua
COST: 47
ATTACK: 600
DEFENSE: 700
PASSWORD: 10598400

DESCRIPTION: A hulking monster with pincers that evolved from a crayfish. It aims for its opponent's neck with its large pincers.

Zera The M

A 2800
D 2300

ZERA THE MANT

NUMBER: 360
STAR LEVEL: 8
TYPE: Fiend
SUMMON: Divine
COST: 999
ATTACK: 2800
DEFENSE: 2300
PASSWORD: 69123138

DESCRIPTION: An extremely strong and evil monster of imposing size. It attacks with its bulk and horribly hooked claws.

Z-Metal Ta

A 1500
D 1300

Z-METAL TANK

NUMBER: 590
STAR LEVEL: 4
TYPE: Machine
SUMMON: Thunder
COST: 183
ATTACK: 1500
DEFENSE: 1300
PASSWORD: 64500000

DESCRIPTION: A combative machine that can combine with one or two other specific war machines on the own field to form a new monster.

ZOA

NUMBER: 391	COST: 30
STAR LEVEL: 7	ATTACK: 2600
TYPE: Fiend	DEFENSE: 1900
SUMMON: Fiend	PASSWORD: 24311372

DESCRIPTION: A fiendish monster that can be made even more powerful. It reaches full potential by becoming metalized as a machine.

ZOMBIE WARRIOR

NUMBER: 30	COST: 121
STAR LEVEL: 3	ATTACK: 1200
TYPE: Zombie	DEFENSE: 900
SUMMON: Fiend	PASSWORD: 31339260

DESCRIPTION: A skeletal warrior that is equipped with a sword and shield. It appears weak, but it strikes with quick, sharp stabs.

ZOMBYRA THE DARK

NUMBER: 517	COST: 350
STAR LEVEL: 4	ATTACK: 2100
TYPE: Warrior	DEFENSE: 500
SUMMON: Shadow	PASSWORD: 88472456

DESCRIPTION: A superhero on the dark side. In return for powering down, he can destroy one monster on the foe's field.

ZONE EATER

NUMBER: 393	COST: 14
STAR LEVEL: 1	ATTACK: 250
TYPE: Aqua	DEFENSE: 200
SUMMON: Aqua	PASSWORD: 86100785

DESCRIPTION: A buoyant sea cucumber that drifts aimlessly in water. It sucks in enemies and slowly digests them.

Spell Cards

7 COMPLETED

NUMBER: 695	COST: 2
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 86198326

DESCRIPTION: An equip spell that is designed to power up a machine. It is only intended to power up a "Slot Machine."

AXE OF DESPAIR

NUMBER: 304	COST: 100
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 40619825

DESCRIPTION: A corrupt axe that has the face of a fiend placed on it. It maximizes the power of a fiend, beast warrior, etc.

BEAST FANGS

NUMBER: 308	COST: 100
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 46009906

DESCRIPTION: A viciously arranged set of fangs that can enhance power. It is only useful on a monster with fangs such as a beast.

BECKON TO DARKNESS

NUMBER: 693	COST: 15
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: —

DESCRIPTION: A Spell Card that causes the banishment of a monster to darkness. If attacked, it destroys a monster on the foe's field.

BLACK PENDANT

NUMBER: 311	COST: 100
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 65169794

DESCRIPTION: A pendant that is imbued with a spell-enhancing power. It can power up a chosen magician or a female.

BOOK OF SECRET ARTS

NUMBER: 323	COST: 100
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 91595718

DESCRIPTION: A hardcover book filled out with reams of information on spells. Reading it powers up a magician.

BRAIN CONTROL

NUMBER: 781	COST: 280
STAR LEVEL: —	ATTACK: —
TYPE: Spell	DEFENSE: —
SUMMON: —	PASSWORD: 87910978

DESCRIPTION: A spell that can take over a monster on the opponent's field. The affected monster is put under control until the turn ends.

Breath of

SPELL

BREATH OF LIGHT

NUMBER: 663 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 20101223

DESCRIPTION: An ethereal wind whose caress erodes rock types to mere dust. It destroys every rock monster on the foe's field.

Bright Cas

SPELL

BRIGHT CASTLE

NUMBER: 668 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 82878489

DESCRIPTION: A spell book containing a castle that looses a vivid light. The dazzling light powers up a light monster.

Change of

SPELL

CHANGE OF HEART

NUMBER: 784 | COST: 500
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 04031928

DESCRIPTION: A spell that can take over a monster on the opponent's field. The affected monster is put under control.

Crush Card

SPELL

CRUSH CARD

NUMBER: 661 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 57728570

DESCRIPTION: The scourge of all high-power monsters out on the field. It destroys all enemy monsters with ATK of minimum 1500.

Cursebreak

SPELL

CURSEBREAKER

NUMBER: 655 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 69666645

DESCRIPTION: Negates any level-reducing spell used on the player's monsters. It restores the levels of the player's monsters on the field.

Cyber Shie

SPELL

CYBER SHIELD

NUMBER: 317 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 63224564

DESCRIPTION: A piece of body armor that is made exclusively for females. It alters the wearer's personality and powers her up.

Cyclon Las

SPELL

CYCLON LASER

NUMBER: 196 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 05494820

DESCRIPTION: A spell that comes inside a Power Capsule specifically for "Gradius." It powers up the spacecraft one level.

Dark Energ

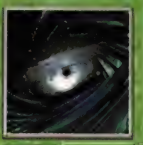
SPELL

DARK ENERGY

NUMBER: 303 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 04614116

DESCRIPTION: A tainted energy for fiends that makes them powerful. It powers up a dark being by 500 points.

Dark Hole



SPELL

DARK HOLE

NUMBER: 336 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 53129443

DESCRIPTION: A vortex of darkness that draws in all beings without mercy. It destroys every monster on the field.

Darkness A

SPELL

DARKNESS APPROACHES

NUMBER: 700 | COST: 10
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 80168720

DESCRIPTION: A spell that is used to conceal the identity of cards. It makes all cards on the player's field turn face-down.

Dark-Pierc

SPELL

DARK-PIERCING LIGHT

NUMBER: 350 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 45895206

DESCRIPTION: A spell that dazzlingly lights up the opponent's field. Every enemy monster on the field is fully revealed.

Dian Keto

SPELL

DIAN KETO THE CURE MASTER

NUMBER: 342 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 84257639

DESCRIPTION: A kindly deity that heals players of any kind of injury. It restores the player's LP by 5000.

Dragon Tre

SPELL

DRAGON TREASURE

NUMBER: 315 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 01435851

DESCRIPTION: An enormous crystal that is a legendary treasure among dragons. It is said to be able to power up any dragon.

Electro-Wh

SPELL

ELECTRO-WHIP

NUMBER: 316 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 37820550

DESCRIPTION: A sharply tipped, electrified whip that stuns the victim. It powers up a designated character such as a female warrior.

Elegant Eg

SPELL

ELEGANT EGOTIST

NUMBER: 318 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 90219263

DESCRIPTION: A magical kaleidoscope that works with a Harpie Lady. It triples a Harpie Lady into Harpie Lady Sisters.

Elf's Ligh

SPELL

ELF'S LIGHT

NUMBER: 307 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 39897277

DESCRIPTION: An enchanted light that is cast by benign beings such as fairies. The sacred light powers up an elf, etc., when it is equipped.

Eradicatin

SPELL

ERADICATING AEROSOL

NUMBER: 662 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 94716515

DESCRIPTION: An aerosol insecticide that brings instant ruin to bugs. It destroys every insect on the foe's field.

Eternal Dr

SPELL

ETERNAL DRAUGHT

NUMBER: 664 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 56606928

DESCRIPTION: A spell that leaves the land parched and ruined for all fish. It destroys every fish on the opponent's field.

Eternal Re

SPELL

ETERNAL REST

NUMBER: 656 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 95051344

DESCRIPTION: A spell that exorcises all zombies and calms their spirits. All zombies on the foe's field are made to disappear.

Exile of t

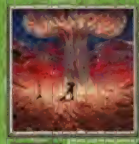
SPELL

EXILE OF THE WICKED

NUMBER: 786 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 26725158

DESCRIPTION: A holy spell that is feared and loathed by every kind of fiend. It causes all fiends on the opponent's field to disappear.

Final Dest



SPELL

FINAL DESTINY

NUMBER: 193 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 18591904

DESCRIPTION: A spell that brings total devastation on the entire proceedings. It destroys all cards on the field and in the hands.

Final Flam

SPELL

FINAL FLAME

NUMBER: 345 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 73134081

DESCRIPTION: A spell card that condemns the foe to a burning at the stake. It inflicts 200 LP damage directly on the opponent.

Follow Win

SPELL

FOLLOW WIND

NUMBER: 327 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 98252586

DESCRIPTION: A spell card of a wind that empowers a designated monster. It works on a flying monster such as a bird beast.

Forest

SPELL

FOREST

NUMBER: 330 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 87430998

DESCRIPTION: A Spell Card that changes the field into a verdant forest. It benefits Plants, Beast Warriors, TInsects and Beasts.

Goblin's S

SPELL

GOBLIN'S SECRET REMEDY

NUMBER: 340 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 11868825

DESCRIPTION: A medicine carried by goblins with a restorative power. It restores the player's LP by 1000.

Gravedigge

SPELL

GRAVEDIGGER GHOUL

NUMBER: 609 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 82542267

DESCRIPTION: A spell that brings forth a ghoul that desecrates graves. It carries off all the monsters in graveyards.

Harpie's F

SPELL

HARPIE'S FEATHER DUSTER

NUMBER: 672 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 18144506

DESCRIPTION: A feather duster that is made from a Harpie Lady's feather. It sweeps away all Spell and Trap Cards on the foe's field.

Heavy Stor

SPELL

HEAVY STORM

NUMBER: 194 | COST: 150
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 19613556

DESCRIPTION: A spell that totally wipes out every card on the playing field. It creates a storm that blows away all cards on the field.

Hinotama

SPELL

HINOTAMA

NUMBER: 344 | COST: 5
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 46130346

DESCRIPTION: An attacking spell card that strikes the foe with fireballs. It inflicts 100 LP damage directly on the opponent.

Horn of Li

SPELL

HORN OF LIGHT

NUMBER: 313 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 38552107

DESCRIPTION: A glowing horn that is used to power up a horned being. It has no effect on dark monsters.

Horn of th

SPELL

HORN OF THE UNICORN

NUMBER: 314 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 64047146

DESCRIPTION: A spiraling horn that can boost power when it is equipped. It is usable only by a dark monster with a horn on its head.

Insect Arm

SPELL

INSECT ARMOR WITH LASER CANNON

NUMBER: 306 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 03492538

DESCRIPTION: A mechanical suit of armor that is fitted with a flamethrower. If equipped by an insect, etc., it can shoot intense flames.

Invigorati

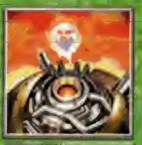
SPELL

INVIGORATION

NUMBER: 324 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 98374133

DESCRIPTION: A blast of energy that can power up a designated monster. It will work on a thunder, rock or pyro monster.

Jam Breedi



SPELL

JAM BREEDING MACHINE

NUMBER: 233 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 21770260

DESCRIPTION: At the start of the own turn, it summons a "Change Slime" to the own field. However, no other monster can be brought out.

Kunai with

SPELL

KUNAI WITH CHAIN

NUMBER: 651 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 37390589

DESCRIPTION: A bladed weapon on a chain that is very easy to use. It can be equipped by any warrior to boost attack power.

Laser Cann

SPELL

LASER CANNON ARMOR

NUMBER: 305 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 77007920

DESCRIPTION: A mechanical suit of armor that is fitted with a laser cannon. If equipped by an insect, etc., it can fire powerful beams.

Last Day o

SPELL

LAST DAY OF WITCH

NUMBER: 314 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 90330453

DESCRIPTION: An attack spell that is devastating to any kind of magician. It causes all Spellcasters on the foe's field to disappear.

Legendary

SPELL

LEGENDARY SWORD

NUMBER: 301 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 61854111

DESCRIPTION: An enchanted sword that can draw out the powers of a warrior. It cannot be used by those aligned with darkness.

Machine Co

SPELL

MACHINE CONVERSION FACTORY

NUMBER: 325 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 25769732

DESCRIPTION: A machining factory that converts and modifies all machinery. It can be used to power up a chosen machine.

Magical La

SPELL

MAGICAL LABYRINTH

NUMBER: 652 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 64389297

DESCRIPTION: An equipment card that only works with a "Labyrinth Wall." It strongly enhances the card that equips it.

Malevolent

SPELL

MALEVOLENT NUZZLER

NUMBER: 321 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 99597615

DESCRIPTION: The kiss of a female fiend that darkly empowers the recipient. It works on a female or a dark monster, etc.

Megamorph

SPELL

MEGAMORPH

NUMBER: 657 | COST: 200
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 22046459

DESCRIPTION: A spell that gigantically transforms a monster on the field. The chosen monster is made much more powerful.

Messenger

SPELL

MESSENGER OF PEACE

NUMBER: 699 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 44656491

DESCRIPTION: Immobilizes all monsters with ATK of 1500 or more on both the fields for 1000 LP cost at the start of the player's turn.

Metalmorph

SPELL

METALMORPH

NUMBER: 658 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 68540058

DESCRIPTION: A card that metalizes certain kinds of monsters on the field. The chosen monster is made into a machine.

Monster Re

SPELL

MONSTER REBORN

NUMBER: 601 | COST: 250
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 83764718

DESCRIPTION: A spell that resurrects a monster from the opponent's graveyard and places it on the player's side of the field.

Mooyan Cur

SPELL

MOOYAN CURRY

NUMBER: 338 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 58074572

DESCRIPTION: A succulent beef curry that boasts a restorative power. It restores the player's LP by 200.

Mountain

SPELL

MOUNTAIN

NUMBER: 332 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 50913601

DESCRIPTION: A Spell Card that changes the field into a craggy mountain. It benefits Dragons, Winged Beasts, and Thunder-Type monsters.

Raigeki

SPELL

RAIGEKI

NUMBER: 337 | COST: 150
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 12580477

DESCRIPTION: An immense thunderbolt that strikes with intense power. It destroys every monster on the foe's field.

Multiply

SPELL

MULTIPLY

NUMBER: 785 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 40703222

DESCRIPTION: A spell that causes a "Kuriboh" on the player's field to multiply. The monster and its copies fill the field completely.

Raise Body

SPELL

RAISE BODY HEAT

NUMBER: 326 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 51267887

DESCRIPTION: A Spell Card that absorbs solar energy to empower a monster. It works on a designated dinosaur, etc.

Mystical M

SPELL

MYSTICAL MOON

NUMBER: 319 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 36607978

DESCRIPTION: A jaundiced full moon whose rays arouse savage spirits. Its supernatural force powers up a beast, etc.

Red Medici

SPELL

RED MEDICINE

NUMBER: 339 | COST: 5
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 38199696

DESCRIPTION: A medicinal potion that has a fair restorative power. It restores the player's LP by 500.

Ookazi

SPELL

OOKAZI

NUMBER: 346 | COST: 50
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 19523799

DESCRIPTION: A Spell Card that ignites a huge blaze that burns all day. It inflicts 500 LP damage directly on the opponent.

Restructer

SPELL

RESTRUCTER REVOLUTION

NUMBER: 788 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 99518961

DESCRIPTION: An attack spell that directly hits the opponent's LP. It inflicts 200 LP damage for every card in the foe's hand.

Pot of Gre

SPELL

POT OF GREED

NUMBER: 789 | COST: 150
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 55144522

DESCRIPTION: A card that allows the player to draw cards from the deck. Up to two cards may be drawn if there is room in the hand.

Salamandra

SPELL

SALAMANDRA

NUMBER: 654 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 32268901

DESCRIPTION: An equipment card that has the power of a wicked fiery monster. It can power up any Pyro-type monster.

Power of K

SPELL

POWER OF KAISHIN

NUMBER: 328 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 77027445

DESCRIPTION: A Spell Card of a trident that powers up a monster of the sea. It can be used on an Aqua, Fish, or Sea Serpent-Type.

Shadow Spe

SPELL

SHADOW SPELL

NUMBER: 669 | COST: 300
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 29267084

DESCRIPTION: A spell that weakens all the monster on the foe's field. Every enemy monster's level is lowered by two.

Silver Bow

SPELL

SILVER BOW AND ARROW

NUMBER: 312 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 01557499

DESCRIPTION: An enchanted set of bow and arrows that is crafted out of silver. When it is equipped, it powers up a Fairy, etc.

Sogen

SPELL

SOGEN

NUMBER: 333 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 86318356

DESCRIPTION: A Spell Card that changes the field into a grassy meadow. It benefits Beast-Warriors and warriors.

Soul of th

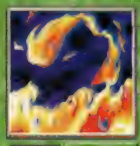
SPELL

SOUL OF THE PURE

NUMBER: 341 | COST: 50
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 47852924

DESCRIPTION: The blood of a Fairy that she collected by injuring herself. It restores the player's LP by 2000.

Sparks



SPELL

SPARKS

NUMBER: 343 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 76103675

DESCRIPTION: An attacking Spell Card that showers the foe with embers. It inflicts 50 LP damage directly on the opponent.

Spellbindi

SPELL

SPELLBINDING CIRCLE

NUMBER: 349 | COST: 180
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 18807108

DESCRIPTION: A magical six-pointed star that lays a debilitating curse. It powers down every monster on the opponent's field.

Stain Stor

SPELL

STAIN STORM

NUMBER: 660 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 21323861

DESCRIPTION: Acid rain caused by air pollution that is ruinous to machines. It destroys all machines on the foe's field.

Steel Shel

SPELL

STEEL SHELL

NUMBER: 309 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 02370081

DESCRIPTION: A tortoise-like shell that is made out of rugged steel. It powers up only a monster that has a shell to begin with.

Stop Defen

SPELL

STOP DEFENSE

NUMBER: 320 | COST: 10
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 63102017

DESCRIPTION: A Spell Card that makes all enemy monsters capable of only attacking on the next turn, and thus not able to defend themselves.

Sword of D

SPELL

SWORD OF DARK DESTRUCTION

NUMBER: 302 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 37120512

DESCRIPTION: A malevolent sword that ups the power of a dark-type being. It can only used by those who have sold their souls to darkness.

Swords of

SPELL

SWORDS OF REVEALING LIGHT

NUMBER: 348 | COST: 300
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 72302403

DESCRIPTION: A spell that reveals all the foe's monsters over three turns. The opposing monsters are prevented from attacking over that time.

The Inexpe

SPELL

THE INEXPERIENCED SPY

NUMBER: 790 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 81820689

DESCRIPTION: A spell that enables the player to look at the foe's hand. All the cards in the opponent's hand become visible.

Tremendous

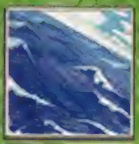
SPELL

TREMENDOUS FIRE

NUMBER: 347 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 46918794

DESCRIPTION: A Spell Card that ignites an inferno of ferocious intensity. It inflicts 1000 LP damage directly on the opponent.

Umi



SPELL

UMI

NUMBER: 334 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 22702055

DESCRIPTION: Transforms the field into a sea. It benefits Aqua-, Thunder- and Sea Serpent-types and disadvantages Machines- and Pyro- monsters.

Vile Germs

SPELL

VILE GERMS

NUMBER: 310 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 39774685

DESCRIPTION: A swarm of giant germs with eyes that was created by fiends. It can be used to power up a forest plant.

Violet Cry

SPELL

VIOLET CRYSTAL

NUMBER: 322 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 15052462

DESCRIPTION: A brilliant crystal that is imbued with a powerful magic. It can power up a chosen zombie.

Warrior El

SPELL

WARRIOR ELIMINATION

NUMBER: 653 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 90873992

DESCRIPTION: A spell that exacts a terrible toll on Warrior-Type beings. On use, it destroys all warriors on the field.

Wasteland

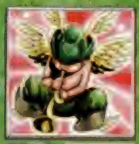
SPELL

WASTELAND

NUMBER: 331 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 23424603

DESCRIPTION: A Spell Card that changes the field into a desolate wasteland. It benefits the Zombies, Dinosaurs, and Rock-Type monsters.

Winged Tru



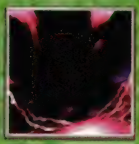
SPELL

WINGED TRUMPETER

NUMBER: 659 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 94939166

DESCRIPTION: A fairy on a trumpet, whose sweet notes ring clearly far away. It uplifts and powers up a Fairy.

Yami



SPELL

YAMI

NUMBER: 335 | COST: 40
STAR LEVEL: — | ATTACK: —
TYPE: Spell | DEFENSE: —
SUMMON: — | PASSWORD: 59197169

DESCRIPTION: Transforms the field into darkness. It benefits Spellcasters and Fiends, and disadvantages Fairies.

Trap Cards

Acid Trap

TRAP

ACID TRAP HOLE

NUMBER: 685 | COST: 70
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 41356845

DESCRIPTION: A Trap Card that is deadly to any monster that attacks it. If the monster's ATK is 3000 or less, the trap wipes it out.

Amazon Arc

TRAP

AMAZON ARCHERS

NUMBER: 641 | COST: 70
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 67987611

DESCRIPTION: A Trap Card of female archers that rain arrows on a foe. It powers down a monster on the foe's field.

Anti Raigek

TRAP

ANTI RAIGEKI

NUMBER: 782 | COST: 150
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 42364257

DESCRIPTION: A Trap Card that protects the player's monsters from "Raigeki." Instead, it destroys all the monsters on the foe's field.

Bad Reacti

TRAP

BAD REACTION TO SIMOCHI

NUMBER: 688 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 40633297

DESCRIPTION: A Trap Card that reverses the effect of any healing spell card. If a healing card is used, it injures the user.

Bear Trap

TRAP

BEAR TRAP

NUMBER: 683 | COST: 20
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 78977532

DESCRIPTION: A Trap Card that is deadly to stronger monsters that attack it. If the monster's ATK is 1500 or less, the trap wipes it out.

Destiny Bo

TRAP

DESTINY BOARD

NUMBER: 583 | COST: 500
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 94212438

DESCRIPTION: A board that adds a letter at the start of the own turn. Victory is automatic if the "FINAL" message is completed.

Dragon Cap

TRAP

DRAGON CAPTURE JAR

NUMBER: 329 | COST: 15
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 50045299

DESCRIPTION: A macabre vase that is imbued with an immobilizing spell. It prevents all dragons on the opponent's field from moving.

Eatgaboon

TRAP

EATGABOON

NUMBER: 682 | COST: 10
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 42578427

DESCRIPTION: A Trap Card that is deadly to mid-powered monsters that attack it. If the monster's ATK is 1000 or less, the trap wipes it out.

Fake Trap

TRAP

FAKE TRAP

NUMBER: 690 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 03027001

DESCRIPTION: A fake Trap Card that is intended only to fool the opponent. Nothing happens if it is attacked.

Goblin Fan

TRAP

GOBLIN FAN

NUMBER: 687 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 04149689

DESCRIPTION: A Trap Card that reflects a direct LP attack back at the foe. It works on attack spells like "Sparks" and "Tremendous Fire."

House of A

TRAP

HOUSE OF ADHESIVE TAPE

NUMBER: 681 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 15083728

DESCRIPTION: A Trap Card that is deadly to low-powered monsters that attack it. If the monster's ATK is 500 or lower, the trap wipes it out.

Infinite D

TRAP

INFINITE DISMISSAL

NUMBER: 694 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 54109233

DESCRIPTION: A Trap Card that causes immobilization when it is tripped. The attacker is immobilized for one turn.

Invisible

TRAP

INVISIBLE WIRE

NUMBER: 684 | COST: 50
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 15361130

DESCRIPTION: A Trap Card that is deadly to strong monsters that attack it. If the monster's ATK is 2000 or less, the trap wipes it out.

Reverse Tr

TRAP

REVERSE TRAP

NUMBER: 689 | COST: 2
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 77622396

DESCRIPTION: A Trap Card that reverses the effect of any power-up card. If a power-up card is used, it cuts power instead.

Spirit Mes

TRAP

SPIRIT MESSAGE "A"

NUMBER: 586 | COST: 999
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 94772232

DESCRIPTION: Disappears if a "Destiny Board" is not on the own field. Victory is automatic if the "FINAL" message is completed.

Spirit Mes

TRAP

SPIRIT MESSAGE "I"

NUMBER: 584 | COST: 999
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 31893528

DESCRIPTION: Disappears if a "Destiny Board" is not on the own field. Victory is automatic if the "FINAL" message is completed.

Spirit Mes

TRAP

SPIRIT MESSAGE "L"

NUMBER: 587 | COST: 999
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 30170981

DESCRIPTION: Disappears if a "Destiny Board" is not on the own field. Victory is automatic if the "FINAL" message is completed.

Spirit Mes

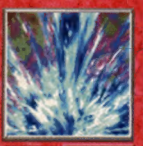
TRAP

SPIRIT MESSAGE "N"

NUMBER: 585 | COST: 999
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 67287533

DESCRIPTION: Disappears if a "Destiny Board" is not on the own field. Victory is automatic if the "FINAL" message is completed.

Torrential



TRAP

TORRENTIAL TRIBUTE

NUMBER: 692 | COST: 200
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 53582587

DESCRIPTION: A Trap Card that has dire consequences to anyone that trips it. If attacked, it destroys all monsters on the foe's field.

Widespread

TRAP

WIDESPREAD RUIN

NUMBER: 686 | COST: 100
STAR LEVEL: — | ATTACK: —
TYPE: Trap | DEFENSE: —
SUMMON: — | PASSWORD: 77754944

DESCRIPTION: A Trap Card that is deadly to any monster that attacks it. It explodes as soon as it is attacked, destroying the monster.

Ritual Cards

Black Illu

RITUAL

BLACK ILLUSION RITUAL

NUMBER: 783 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Ritual | DEFENSE: —
SUMMON: — | PASSWORD: 41426869

DESCRIPTION: A ritual for summoning a "Relinquished" in return for a tribute. For this, a "Dark-Eyes Illusionist," etc., is needed.

Black Lust

RITUAL

BLACK LUSTER RITUAL

NUMBER: 670 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Ritual | DEFENSE: —
SUMMON: — | PASSWORD: 55761792

DESCRIPTION: A ritual for summoning a "Black Luster Soldier" with tributes. For this ritual, a "Gaia the Fierce Knight," etc., is needed.

Dark Magic

RITUAL

DARK MAGIC RITUAL

NUMBER: 722 | COST: 0
STAR LEVEL: — | ATTACK: —
TYPE: Ritual | DEFENSE: —
SUMMON: — | PASSWORD: 46986414

DESCRIPTION: Summons a "Magician of Black Chaos" in return for a tribute. For this, a "Dark Magician," etc., is needed.

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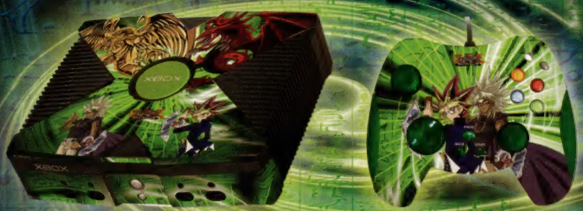

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